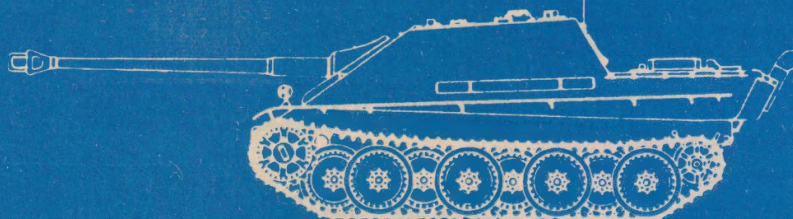




MILITARY SIMULATIONS PTY. LTD.



MAIL ORDER CATALOG

Summer 1999 - 2000

MILITARY SIMULATIONS

134 Cochranes Rd, Moorabbin
PO Box 1164 Moorabbin Vic 3189
Phone 03 9555 8886 Fax 03 9553 3339
Email Address: sales@milsims.com.au
Web Site: www.milsims.com.au

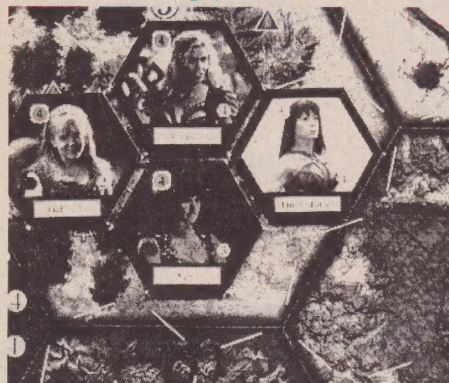
CATALOG CONTENTS

Trading Card Games	2
Babylon 5 CCG	2
Legend of the Five Rings	2
Magic the Gathering	3
Roleplaying Games	6
7th Sea	6
Big Eyes, Small Mouth	6
Call of Cthulhu	7
AD&D	9
AD&D Forgotten Realms	10
AD&D Dragonlance	11
Harnmaster	14
Legend of the Five Rings	16
Mage	16
Mechwarrior	17
Palladium	18
Rifts	18
Rolemaster	19
Shadowrun	19
Star Trek	20
The Dominion Tank Police	21
Vampire: the Masquerade	21
Werewolf: the Apocalypse	23
Computer Games	24
Mail Order Form	31
Magazine & New Item Subscriptions	32
Crazy Specials	33
Historical Reference Books	35
Babylon 5 and Star Trek Videos	36
Wargames	38
Ancient Era	38
Napoleonic Era	38
American Civil War	39
World War Two	39
Advanced Squad Leader	40
Critical Hit (ASL)	40
Eastern Front	41
General Boardgames	42
Cheapsass Games	43
Science Fiction Boardgames	43
BattleTech	43
Other Science Fiction Boardgames	43
Fantasy Boardgames	44
K & M Model Trees	45
Scenery For Miniatures	46
Armocast's Terraform	46
Geo-Hex	46
Miniature World Maker	47
Twenty First Century Games	47
Miniatures & Miniatures' Rules	48
Ancients (DBM)	48
Chariot Miniatures	48
18th & 19th Century	50
19th Century	50
World War 2 & Modern	51
Fantasy	52
Chronopia	52
Harlequin Miniatures	52
Legend of the Five Rings - Clan War	52
Rai Partha	54
Reaper Miniatures	55
Thunderbolt Mountain	56
Warhammer Fantasy	57
Science Fiction	58
Babylon 5 Wars	58
BattleTech	59
Doctor Who, by Harlequin	60
Full Thrust	60
VOR: the Maelstrom	62
Warhammer 40,000	62
Paints & Accessories, Dice	63

Prices in this catalog are subject to change without prior notice.

Xena: Warrior Princess The Board Game Normally \$65.00 Now \$35.00

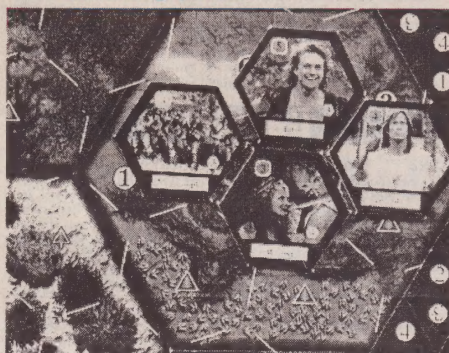
By Component Game Systems. This is a board game for 2 to 4 players, based on the popular TV series Xena: the Warrior Princess. It features Xena, Gabrielle, Callisto and Joxer as the main characters. It can be combined with the Hercules board game for larger games, added variety, and more fun. You can play competitively or with teams of two players each. One of the main attractions of the game are the geomorphic hexagonal terrain tiles, which are initially placed face down. Only as your characters enter a tile is it flipped over, revealing its terrain type, whether it be a city, mountain hex, forest hex, cave entrance, etc. Each character has a 15cm x 10cm control card, listing that character's stats and starting cash. Players draw cards each turn which control random events, provide weapons and magical items, and release monsters into the game. Has 4 character control cards, 14 map hexes, 50 playing cards, 56 counters, dice, rules.



Hercules: The Legendary Journeys

By Component Game Systems. This is a board game for 2 to 4 players, based on the popular TV series Hercules: The Legendary Journeys. It features Hercules, Iolaus, Autolycus and Salmoneus as the main characters. It can be combined with the Xena board game for larger games, added variety, and more fun. You can play competitively or with teams of two players each. One of the main attractions of the game are the geomorphic hexagonal terrain tiles, which are initially placed face down. Only as your characters enter a tile is it flipped over, revealing its terrain type, whether it be a city, mountain hex, forest hex, cave entrance, etc. Each character has a 15cm x 10cm control card, listing that character's stats and starting cash. Players draw cards each turn which control random events, provide weapons and magical items, and release monsters into the game. Has 4 character control cards, 14 map hexes, 50 playing cards, 56 counters, dice, rules.

Normally \$65.00 Now \$35.00



If you purchase both Hercules and Xena games, pay only \$60.00. This will give you twice as many map pieces with a much greater variety, allows twice as many players, gives a much greater selection of monsters and cards.

27 Years of Service

Since Mil Sims was established in 1973, it has been efficiently & reliably servicing gamers throughout Australia. Orders are processed and shipped within 24 hours, except Eureka, FX & Miniature World Maker orders, which may take 1-2 weeks. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as they are available again - at no extra cost for postage. Note that there may be slight delays in despatching orders in the first two weeks following a new catalog mailing.

The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month.

Gift Vouchers

We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send back the voucher to you.

End of Year Warehouse Sale

We are having our grand end of year warehouse sale on Saturday, Dec 11th from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims.

Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISA card number and we'll get your order off to you in 24 hours.

Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00 for each \$120 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

Enquiries

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

Second Hand Games

Tired of those un-used games lying around the house? Take advantage of our 2nd hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title we are interested in. We will give you credit vouchers or stock to the value of our offer. Ask us for a list of the 2nd hand games we have in stock.

Collectible Trading Card Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

7th Seas CCG

AEG 7th Sea CCG — No Quarter

A game of high seas adventure in which you choose a Captain & a ship to sail the waters of Theah in search of plunder & fame. You hand pick a hardy crew that will complement your Captain's skills, allowing you to go on adventures for plunder & experience. You can either hire a good trustworthy crew or you can hire a pack of mutinous dogs, who work cheaper, but could turn on you in the blink of an eye. 7th Sea CCG features an innovative dueling system that allows you to select from different attacks & defenses, creating a cinematic swashbuckling feel as the two duellists slash & thrust at one another until someone lies dead in a pool of his own blood.

7th Sea No Quarter Starter Deck 65 cards + rules \$15.00
There are six different styles of starter decks, as follows. You can specify the one you want, but we will supply another at random if that one is not in an opened display. *Sea Dogs*: the Black Dawn is the most fortunate pirate ship on the Seven Seas; *Brotherhood of the Coast*: this used to be an island prison, but now the inmates are free and are forming their own nation, *The General*, (*Montaigne*); when there are pirates, there are also those who hunt them; *Explorer's Society*: Guy McCormick & his ship seek out the secrets of the race that build those mysterious ruins; *Crimson Rogers* is sailing the southern seas and raiding ships with bloodthirsty zeal; *The Armada* is now being slowly rebuilt in Castille, and seeks revenge.
7th Sea No Quarter Starter Deck Display 12 decks \$162.00
7th Sea No Quarter Booster Pack 15 cards \$5.00
7th Sea No Quarter Booster Pack Display 36 packs \$160.00

Aliens Predator CCG

There are three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. Predator's goal is to collect trophies. The Aliens start the weakest and with very limited numbers, their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms.

Alien Starter Deck (60 cards + rules) \$18.00
Predator Starter Deck (60 cards + rules) \$18.00
Marine Starter Deck (60 cards + rules) \$18.00
Aliens Predator Booster Pack (15 cards) \$6.00
Aliens Predator Booster Display (540 cards) \$190.00
Aliens Resurrection Booster Pack (15 cards) \$4.50
Aliens Resurrection Booster Display (540 cards) \$145.00

Babylon 5

PRE Babylon 5 Premier (Limited) Edition

By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the-box. The set consists of over 440 cards. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat.
Babylon 5 Premier Starter Deck 60 cards, rules, dice \$17.00
You can choose either Centauri, Earthforce, Minbari, or Narn.
Babylon 5 Starter Display 720 cards \$183.00
Babylon 5 Booster Pack 8 cards \$3.75
Babylon 5 Booster Display 192 cards \$81.00

PRE The Shadows Limited Edition

Focuses on the second half of year 2 and all of year 3. Includes cards that represent the awesome destructive capability of Shadow and Vorlon capital ships, as well as various ships in the White Star Fleet.
The Shadows Booster Pack 12 cards \$4.95
The Shadows Booster Display 216 cards \$81.00

PRE Babylon 5 Deluxe Edition Boosters

We still have limited stocks of Limited Boosters in stock, but these Deluxe Ed Boosters are the "unlimited" boosters. These cards have fully revised and improved versions of the Premier Edition. Some cards signed by Claudia Christianson. Artwork has also been enhanced.
Babylon 5 Deluxe Booster Pack 8 cards \$3.75
Babylon 5 Deluxe Booster Display 192 cards \$81.00

PRE The Great War Limited Edition

A whole new expansion with 350 new cards. Has 2 new starter decks, new agendas for Vorlons and Shadows, etc. The rulebook is fully revised and the Starter Decks have Mark counters.
Non-aligned Starter Deck 60 cards, rules, markers \$11.00
The Non-Aligned Worlds deck caters to playing any of the Non-aligned Worlds during the great war. You control all the Non-aligned Worlds as though they were one empire.
Opposing Factions Deck 60 cards, rules, markers \$11.00
Provides all the cards necessary to retrofit any of the original 4 starter decks so that they can be a homeworld-based faction who are opposed to the aims of the ambassadors on B5. Eg. President Clark, Reela, etc.
Great War Starter Display 360 cards \$60.00
The Great War Booster Pack 10 cards \$5.00
The Great War Booster Display 200 cards \$90.00

PRE Psi-Corps Limited Expansion

On the surface, the Corps appears to be simply an arm of Earthgov. In truth, it is already a galactic power in its own right. Now you can lead this uniquely capable faction. This new Limited Expansion adds a new level of conspiracy and intrigue to the B5 CCG. There are 150 new cards.
Psi-Corps Starter Deck 60 cards & rules \$18.00
Every Starter Deck contains the Bester card. 50 cards are fixed, 10 cards are random.
Psi-Corps Starter Display 6 Decks with 360 cards \$95.00
Psi-Corps Booster Pack 8 cards \$3.50
Psi-Corps Booster Display 24 Packs with 192 cards \$90.00

PRE Severed Dreams Due October

This new Limited Expansion adds 150 new cards, and focuses on new challenges and threats now that B5 has broken away from Earth Gov, also the threat by Nightwatch, and the disappearance of B4.

Severed Dreams Booster Pack 8 cards \$3.50

Severed Dreams Booster Display 24 Packs with 192 cards \$90.00

PRE Babylon 5 Collector's Set Due November

12 gold-bordered and foil embossed cards, plus exclusive poster and signed and numbered certificate of authenticity \$80.00

BattleTech

WIZ BattleTech Commander's Edition

Based on FASA's BattleTech boardgame, this trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! Over 300 cards in the set.
BattleTech Commander's Starter Deck 60 cards, rules, dice \$16.00
This new edition introduces players' favorite factions from the BattleTech universe in eight preconstructed decks. Factions include Steiner, Kurita, Davion, and Comstar for the Inner Sphere, and the Smoke Jaguar, Ghost Bear, Wolf and Jade Falcon Clans. Each faction has its own strategy card only found in its deck. You can specify which deck you want, but if we've run out of one, we will supply one at random.
BattleTech Commander's Starter Display 480 cards \$115.00
BattleTech Commander's Starter Deck 15 cards \$4.50
BattleTech Commander's Booster Display 540 cards \$146.00

Counterstrike Booster Pack 15 cards \$2.75
Counterstrike Booster Display 540 cards \$85.00
New Mechs and legendary personalities to the battlefield, such as Adam Steiner and Ulrich Kerensky, and mechs such as Daishi Prime.
Mercenaries Booster Pack 15 cards \$4.50
Mercenaries Booster Display 540 cards \$146.00
The second expansion to BattleTech brings Mercenaries to the game.
Mechwarrior Booster Pack 15 cards \$4.50
Mechwarrior Booster Display 540 cards \$146.00
Mighty new mechs including Naginata and Piranha, new mission and command cards, famous mechwarriors, 100 new cards. Great art.
Arsenal Booster Pack 15 cards \$4.50
Arsenal Booster Display 540 cards \$146.00
Introducing non-Mech ground troops, such as elementals, attack helicopters, tanks, hovercraft. New mechs, new mission cards, etc.
Crusade Booster Pack 15 cards \$4.50
Crusade Booster Display 540 cards \$146.00
The Inner Sphere sets its sights on the Smoke Jaguar clan. Features new mechs, new personalities, pivotal events from the storyline, and adds a new Clan — the Steel Vipers.

Deadlands: Doomtowntown

FIV Deadlands: Shootout at High Noon

This product is an ideal way for a new player to get into Deadlands, with easy to follow rulebook. There is one double-deck starter pack.
Laws Dogs vs Blackjacks Pack 2 x 50 card decks, rules \$17.00
Shootout at High Noon Display 6 packs \$92.00

FIV Deadlands: Doomtowntown (Episodes 1 - 9)

Based on PEG's popular roleplaying game. Players form outfits to seize control of Gammora, a wild, mostly lawless boomtown, that is booming in response to the discovery of a mother-load of ghost rock near by. You'll be working with hucksters, gunslingers, saloon girls, lawmen, villains, undead, and supernatural surprises. Each part has 60 new cards.
Deadlands: Doomtowntown # 7 Starter Deck 60 cards, rules \$15.95
The Texas Rangers. The Confederacy's hunters of the supernatural.
Deadlands: Doomtowntown # 7 Booster Pack 15 cards \$5.00
Deadlands: Doomtowntown # 7 Combo Display 6 str, 24 bstrs \$199.00
Deadlands: Doomtowntown # 8 Starter Deck 60 cards, rules \$15.95
The Agency. The Union's division of supernatural demon hunters.
Deadlands: Doomtowntown # 8 Booster Pack 15 cards \$5.00
Deadlands: Doomtowntown # 8 Combo Display 6 str, 24 bstrs \$199.00
Deadlands: Doomtowntown # 9 Starter Deck 60 cards, rules \$15.95
The Flock. A strange prophet calling himself Elijah.
Deadlands: Doomtowntown # 9 Booster Pack 15 cards \$5.00
Deadlands: Doomtowntown # 9 Combo Display 6 str, 24 bstrs \$199.00

FIV Deadlands: Pine Box
Contains cards from sets 1 thru 9, the *Pine Box Edition* offers five different Starter Decks. If we don't have the one you want, we will supply another at random. They are *Blackjacks/Flock*, *Maze Rats/Colegium*, *Sweetrock/Agency*, *Whateleys/Rangers*, *Laws Dogs/Sioux Union*.
Deadlands: Pine Box Starter Deck 79 cards, rules, chips \$21.00
Deadlands: Pine Box Starter Display 10 decks \$190.00
Deadlands: Pine Box Booster Pack 15 cards \$5.00
Deadlands: Pine Box Booster Display 26 packs \$120.00

FIV Deadlands: Mouth of Hell
Contains over 180 new cards and three new outfits, as below:
Mouth of Hell Starter Deck 60 cards, rules \$15.00
Laws Dogs Sheriff Hunter and his crew hunt the Blackjacks.
Sweetrock Gomorra used to belong to them,
Colegium Mad scientists.

FIV Deadlands: Mouth of Hell
Contains over 180 new cards and three new outfits, as below:
Mouth of Hell Starter Deck 60 cards, rules \$15.00
Laws Dogs Sheriff Hunter and his crew hunt the Blackjacks.
Sweetrock Gomorra used to belong to them,
Colegium Mad scientists.

FIV Deadlands: A Reaping of Souls

They found the mother lode in the heart of Lord Grimely's Manor. But there is something from the depths of Hell inside, waiting to come through. Contains over 180 new cards and three new outfits, as below:
A Reaping of Souls Starter Deck 60 cards, rules \$15.00
The Coalition The Rangers and Agency
The Flock Their delusional efforts now threaten Gomorra's streets.
The Whateleys Extended Family This clan of inbred sorcerers is ready to take the final step in raising their master from Hell's pits.
A Reaping of Souls Starter Display 12 decks \$160.00
A Reaping of Souls Booster Pack 15 cards \$5.00
A Reaping of Souls Booster Display 45 packs \$200.00

Doomtrooper

HB DOOMTROOPER CCG

The Collectible Trading Card game based on Heartbreaker's Mutant Chronicles and Warzone games. This game does not use any abstract concepts — each player deploys warriors from his deck, equips them with enhancements such as close combat and ranged weapons, psychic or dark symmetry cards, and then tries to blow his opponent's warriors to kingdom come. You may buy any 4 displays for \$60.00 for the lot!

DoomTrooper Starter Deck 60 cards, rules \$3.00
DoomTrooper Starter Display 10 decks \$20.00
DoomTrooper Booster Pack 15 cards \$0.75
DoomTrooper Booster Display 36 packs \$20.00
Inquisition Booster Pack 8 cards \$0.50
Inquisition Booster Display 60 pack \$20.00

The first expansion booster display, adding all new cards with new warriors, missions, weapons, etc.

Warzone Booster Pack 8 cards \$0.50

Warzone Booster Display 60 pack \$20.00

The second expansion booster display, adding all new cards with new warzones, warriors, missions, weapons, etc.

Dune

FIV Dune: Eye of the Storm Limited Edition

By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. Includes over 300 cards. Each Starter Display has two copies each of the six basic houses.
Dune Starter Deck 60 cards, rules, dice \$10.00
Dune Starter Display 720 cards \$90.00
Dune Booster Pack 15 cards \$3.00
Dune Booster Display 540 cards \$90.00

FIV Dune: Judge of the Change
The next instalment in the Dune CCG saga.
Dune: Judge Chapter 1 Starter Deck 60 cards, rules, dice \$10.00
Spice Miners Guild. The men who mine the spice, a deadly operation due to the sand worms. But the profits are beyond imagination.
Dune: Judge Chapter 1 Booster Pack 15 cards \$3.00
Dune: Judge Chapter 1 Combo Display 720 cards \$90.00
Dune: Judge Chapter 2 Starter Deck 60 cards, rules, dice \$10.00
Water Sellers Union. Water is life. By this maxim all Arrakis lives or dies. All factions come to this Union for their survival.
Dune: Judge Chapter 2 Booster Deck 15 cards \$3.00
Dune: Judge Chapter 2 Combo Display 720 cards \$90.00
Dune: Judge Chapter 3 Starter Deck 60 cards, rules, dice \$10.00
Smugglers. Outlaws, whose lives are fraught with peril. But with great risk comes great reward. Water. Coffee. Liquor. Spice.
Dune: Judge Chapter 3 Booster Pack 15 cards \$3.00
Dune: Judge Chapter 3 Combo Display 720 cards \$90.00

FIV Dune: Thunder at Twilight
With Baron Harkonnen bent on revenge, artillery shells are sure to rain down soon.
Dune: Thunder Chapter 1 Starter Deck 60 cards, rules \$11.00
Atreides. This house stands alone on Arrakis. It is beset on all sides by foes who seek to destroy it with politics, assassins, or war.
Dune: Thunder Chapter 1 Booster Pack 15 cards \$3.50
Dune: Thunder Chapter 1 Combo Display 720 cards \$100.00
Dune: Thunder Chapter 3 Starter Deck 60 cards, rules \$11.00
More details later.
Dune: Thunder Chapter 3 Booster Pack 15 cards \$3.50
Dune: Thunder Chapter 3 Combo Display 720 cards \$100.00

Highlander

THU Highlander: The Card Game

From the dawn of time they came, moving silently down through the centuries. Living many secret lives, struggling to reach the time of the Gathering, when the few who remain will battle to the last. In the end, there can be only one. Bring the swordplay and intrigue of the international hit television series to your table.
Highlander Starter Deck 62 cards & rules \$16.00
Highlander Starter Display 524 cards \$170.00
Highlander Booster Pack 15 cards \$4.50
Highlander Booster Display 540 cards \$145.00
Highlander Arms & Tactics Starter Deck 55 cards & rules \$17.00
Highlander Arms & Tactics Starter Display 660 cards \$180.00
Highlander Arms & Tactics Booster Pack 15 cards \$5.00
Highlander Arms & Tactics Booster Display 420 cards \$126.00
Highlander The Four Horsemen Starter Deck 15 cards \$5.00
Highlander The Four Horsemen Booster Display 420 cards \$126.00
Highlander Collector's Set \$150.00

Highlander Starter Deck 62 cards & rules \$16.00
Highlander Starter Display 524 cards \$170.00
Highlander Booster Pack 15 cards \$4.50
Highlander Booster Display 540 cards \$145.00
Highlander Arms & Tactics Starter Deck 55 cards & rules \$17.00
Highlander Arms & Tactics Starter Display 660 cards \$180.00
Highlander Arms & Tactics Booster Pack 15 cards \$5.00
Highlander Arms & Tactics Booster Display 420 cards \$126.00
Highlander The Four Horsemen Starter Deck 15 cards \$5.00
Highlander The Four Horsemen Booster Display 420 cards \$126.00
Highlander Collector's Set \$150.00

Legend of the Burning Sands

FIV The Awakening: Legend of the Burning Sands

The new basic set for *Legend of the Burning Sands*. Set of 400 cards, 300 of them new! Additionally, five new factions are introduced. *Legend of the Burning Sands* is set in fantasy Arabia, in the same world and timeline as *Legend of the Five Rings*.
The Awakening Starter Deck 65 cards + rules \$17.00
The Awakening Starter Display 12 decks \$180.00
There are 12 deck types. You can specify which one you want, but if we don't have it, we will supply another at random. The decks are: Moto, Senpet, Qabal, Ashalan, Ebomites, Jackals, Ivory Kingdoms, Ra'shai, Yodanis, Dalah, Celestial Alliance.
The Awakening Booster Pack 15 cards \$5.00
The Awakening Booster Display 36 packs \$160.00

Legend of the Five Rings

FIV Battle Of Beiden Pass

Now sold out around the world. We have limited stocks only. The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules \$75.00

FIV The Siege of Sleeping Mountain

The Dragon champion, corrupted by the artifact known as the Obsidian Hand, struggles to unlock the ancient secret trapped in the Chamber of Crystal. If he succeeds, the Empire will be destroyed. The army of the Brotherhood and the Naga rush for the Palace attempting to stop the Chamber being opened, but Toturi's Imperial army rushes to intercept them and protect the Dragon clan.
This product is an ideal way for a new player to get into L5R, with easy to follow rulebook. There are two double-deck starter packs.
Naga vs Toturi's Army Pack 2 x 50 card decks, rules \$22.00
Dragon vs Brotherhood Pack 2 x 50 card decks, rules \$22.00
Siege of Sleeping Mountain Display 6 packs \$150.00

FIV Legend of the Five Rings: Emerald Edition
Has absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. There are two decks each of six different Clans in each Starter Display.
Legend of 5 Rings Emerald Starter Decks 60 cards + rules
O Lion Clan Deck The Lion army under the leadership of Matsui Tsuke continues its relentless attack upon the Crane Clan \$20.00
O Crane Clan Deck With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they also have allies: a small army of ronin and the Phoenix Clan \$20.00
O Unicorn Clan Deck The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire \$20.00

○ **Dragon Clan Deck** Mysterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, the best general in the Empire. \$20.00

○ **Crab Clan Deck** These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi. \$20.00

○ **Phoenix Clan Deck** The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one. \$20.00

Legend of 5 Rings Emerald Starter Display 720 cards \$180.00
Legend of 5 Rings Emerald Booster Packs 15 cards \$7.00
Legend of 5 Rings Emerald Booster Display 540 cards \$200.00
There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

FIV Legend of the Five Rings: Obsidian Edition

Basically a revamped and updated version of Emerald Edition. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.

Legend of 5 Rings Obsidian Starter Decks contains as above

○ **Lion Clan Deck** See description under Emerald Ed. \$20.00

○ **Crane Clan Deck** See description under Emerald Ed. \$20.00

○ **Unicorn Clan Deck** See description under Emerald Ed. \$20.00

○ **Dragon Clan Deck** See description under Emerald Ed. \$20.00

○ **Crab Clan Deck** See description under Emerald Ed. \$20.00

○ **Phoenix Clan Deck** See description under Emerald Ed. \$20.00

Legend of 5 Rings Obsidian Starter Display 720 cards \$210.00
Legend of 5 Rings Obsidian Booster Packs 15 cards \$6.50
Legend of 5 Rings Obsidian Booster Display 540 cards \$210.00
There are over 300 different cards in the Obsidian Edition.

FIV Legend of the Five Rings: Jade Edition

Basically a revamped Obsidian/Emerald Edition. Has twelve different Starter Decks, as below

Jade Edition Starter Deck \$17.00

Each deck has 60 cards, a free booster pack, Clan Tokens, & rules. The twelve types of decks are: Phoenix Clan, Unicorn Clan (20), Lion Clan (20), Dragon Clan (20), Crab Clan, Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan (\$20)

Jade Edition Starter Display 720 cards \$183.00
Jade Edition Booster Packs 15 cards \$4.75
Jade Edition Booster Display 540 cards \$150.00

FIV Legend of the Five Rings: Pearl Edition

Specially designed to be totally balanced for sealed deck play, each deck has 50 fixed cards that show off their clans' strategies and tactics. Each deck has rules, tokens, 81 cards including stronghold with built-in spinner for tracking Family Honor. Most cards are from earlier editions, some have been revamped, and there are some new cards too.

Pearl Edition Starter Deck \$20.00

There are twelve types of decks: Phoenix Clan, Unicorn Clan, Lion Clan (\$25), Dragon Clan (\$25), Crab Clan (\$25), Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan (\$25). If we don't have the one you order in our currently opened display, another will be substituted at random.

Pearl Edition Starter Display 972 cards \$216.00
Pearl Edition Booster Packs 15 cards \$5.00
Pearl Edition Booster Display 540 cards \$160.00

FIV Shadowlands

Five months have passed since the war began, and there is no sign of peace. Armies of gibbering dead men march against the Clans gaining victory after victory. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.

○ **Naga Deck** The serpent folk. They have come to Rokugan for a single purpose, to stop the Shadowlands, even if it means the destruction of the Emerald Empire. \$14.00

○ **Clan Scorpion Deck** This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength. \$20.00

Shadowlands Starter Display 720 cards \$140.00
There are over 150 different cards in Shadowlands.
Shadowlands Booster Packs 15 cards \$18.00
Shadowlands Booster Display 36 packs \$625.00

FIV Forbidden Knowledge

Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies.

Forbidden Knowledge Booster Packs 11 cards \$4.95
Forbidden Knowledge Booster Display 506 cards \$199.00
There are over 150 different cards in Forbidden Knowledge

FIV Anvil of Despair

The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; etc. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random assortment of cards, 150 new cards in the set.

Anvil of Despair Starter Decks 60 cards + rules

○ **Junzo's Army** The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries corrupt the samurai into contorted mockeries of their former selves. \$22.00

○ **Toturi's Army** The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion. \$10.00

Anvil of Despair Starter Display 720 cards \$170.00
Anvil of Despair Booster Packs 11 cards \$4.50
Anvil of Despair Booster Display 506 cards \$180.00
There are over 150 different cards in Anvil of Despair.

FIV Crimson & Jade

The Clans have finally realized their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army. Two new allies join the fray, the Shintao Monks and Yoritomo. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards, 150 new cards in the set.

○ **Yoritomo's Alliance Deck** The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion. His army is motivated by the chance to receive greatness and greed. \$27.00

○ **Monk Clan Deck** Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war. Armed only with their wisdom and ancient prophecies, this clan waits for the right time to face Fu Leng one last time. \$27.00

Crimson & Jade Booster Packs \$18.00
Crimson & Jade Booster Display 64 packs \$700.00

FIV Time of the Void Limited Expansion

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil - the Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. Our stocks are strictly limited.

○ **Phoenix Clan Stronghold Deck** One Clan will fall... One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen. \$18.00

○ **Crab Clan Stronghold Deck** One Clan will be redeemed... The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city. \$18.00

Time of the Void Starter Display 720 cards \$194.00
Time of the Void Booster Pack 11 cards \$11.50
Time of the Void Booster Display 506 cards \$450.00
There are over 200 different cards in Time of the Void.

FIV Scorpion Clan Coup Part I

Bayushi Shoji must lead his Clan against the Emperor himself, or bring doom upon the land for a thousand years. 60 new cards.

Scorpion Clan Coup Starter Deck 60 cards + rules \$10.00
Contains the Scorpion Starter Deck

Scorpion Clan Coup Booster Packs 11 cards \$3.00
Scorpion Clan Coup Combo Display 6 Str, 24 Bstr. \$90.00
Scorpion Clan Coup Booster Display 506 cards \$90.00

○ **Scorpion Clan Coup Part II** Bayushi Shoji has killed the Emperor and taken the throne. There are 60 cards in this set, only available as Boosters.

Scorpion Clan Coup Part II Booster Packs 11 cards \$3.50
Scorpion Clan Coup Part II Booster Display 506 cards \$145.00

○ **Scorpion Clan Coup Part III** Now the self-proclaimed emperor, Bayushi Shoji sits on the throne while all the other clans bar the Crab assault the Imperial Capital, hoping to remove him.

Scorpion Clan Coup III Starter Deck 60 cards + rules \$4.00
Contains the Lion Starter Deck

Scorpion Clan Coup III Booster Packs 11 cards \$1.00
Scorpion Clan Coup III Combo Display 6 Str, 24 Bstr. \$30.00
Scorpion Clan Coup III Booster Display 506 cards \$30.00

FIV The Hidden Emperor

When word arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of *The Hidden Emperor*, each containing around 60 new cards.

Hidden Emperor #1 Starter Deck 60 cards + rules \$13.00
The Naga (Heart of Shinomen Forest) Starter Deck

Hidden Emperor #1 Booster Pack 8 cards \$3.00
Hidden Emperor #1 Combo Display 6 Str, 36 Bstr. \$120.00
Hidden Emperor #1 Booster Display 576 cards \$180.00

Hidden Emperor #2 Starter Deck 60 cards + rules \$16.00
The Dragon (Shiro Hitomi) Starter Deck

Hidden Emperor #2 Booster Pack 8 cards \$3.50
Hidden Emperor #2 Combo Display 6 Str, 36 Bstr. \$180.00
Hidden Emperor #2 Booster Display 576 cards \$210.00

Hidden Emperor #3 Starter Deck 60 cards + rules \$13.00
The Brotherhood (the House of Tao)

Hidden Emperor #3 Booster Pack 8 cards \$3.00
Hidden Emperor #3 Combo Display 6 Str, 36 Bstr. \$120.00
Hidden Emperor #3 Booster Display 576 cards \$150.00

Hidden Emperor #4 Starter Deck 60 cards + rules \$16.00

The Iron (The Claku Palaces) Starter Deck

Hidden Emperor #4 Booster Pack 8 cards \$3.50
Hidden Emperor #4 Combo Display 6 Str, 36 Bstr. \$180.00
Hidden Emperor #4 Booster Display 576 cards \$210.00

Hidden Emperor #5 Starter Deck 60 cards + rules \$13.00

Mandarin (Yoritomo) Starter Deck

Hidden Emperor #5 Booster Pack 8 cards \$3.00
Hidden Emperor #5 Combo Display 6 Str, 36 Bstr. \$120.00
Hidden Emperor #5 Booster Display 576 cards \$150.00

Hidden Emperor #6 Starter Deck 60 cards + rules \$16.00

Crane (Iron Fortress of the Daidoji) Starter Deck

Hidden Emperor #6 Booster Pack 8 cards \$2.00
Hidden Emperor #6 Combo Display 6 Str, 36 Bstr. \$180.00
Hidden Emperor #6 Booster Display 576 cards \$110.00

Hidden Emperor Conclusion Starter Deck 60 cards + rules \$BBelow

There are three different starter decks, being

Toturi's Army With the return of Toturi come dark tidings, and the ultimate fate of the Jade Empire hangs in the balance. \$15

Ninja The ninja stand on the border of this world and the next. They are not the servants of shadow - they are the Shadow! \$20

Phoenix This clan was destroyed three years ago. Now, it must rise from the ashes and be reborn or let its fires die forever. \$15

Hidden Emperor Conclusion Starter Display 12 Decks \$170.00
Hidden Emperor Conclusion Booster Pack 11 cards \$4.50
Hidden Emperor Conclusion Booster Display 528 cards \$180.00
There are around 150 new cards in this conclusion of The Hidden Emperor. This expansion is called The Dark Journey Home

FIV Honor Bound

The next instalment in the story of the Legend of the Five Rings collectible card game. We are very glad to announce that they will not be doing anymore 60-new-card expansions. This expansion has 180 new cards. This expansion includes the anxiously-awaited return of the Scorpion Clan, plus the updated Crab Clan, and an all-new faction - the Shadowlands. More details later.

Honor Bound Starter Deck 60 cards + rules \$16.00
There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are Scorpion Clan Deck, Crab Clan Deck, and The Shadowlands Deck

Honor Bound Starter Display 12 Decks, 720 cards \$175.00
Honor Bound Booster Pack 11 cards \$4.50
Honor Bound Booster Display 48 packs, 528 cards \$195.00

FIV Ambition's Debt Due November 4th

Players are eagerly awaiting the new 180-card Ambition's Debt expansion for the Legend of the Five Rings (LSR) trading card game. In an exciting turn of events, Rokugan has become the battle ground for an epic due to the death between Lord Moon and Hitomi. Three factions - Shadowlands Oni, Naga, and Lion - have been updated, each one supported by a 60-card theme deck. One of the biggest attractions to the Ambition's Debt expansion is the inclusion of rare foil-stamped cards in random booster packs (every seven to nine boosters will contain a foil card). Plus, the Ambition's Debt set introduces a new way to win the game!

Ambition's Debt Starter Deck 60 cards + rules \$16.00
There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are Shadowlands, Naga and Lion

Ambition's Debt Starter Display 12 Decks, 720 cards \$175.00
Ambition's Debt Booster Pack 11 cards \$4.50
Ambition's Debt Booster Display 48 packs, 528 cards \$195.00

Inquest Magazine Issue #48

Contains the Imperial Favor card. Limited stocks \$6.00

Special Edition Five Rings Score Counters

These are beautiful 75mm round scoring disks, with 24ct gold detailing. Each contains a Clan disk, plus a lower disk with numbers on it. You also don't need a lower disk for each upper clan disk, if you will only use one at a time. So you can buy additional upper clan disks for less price. (You must buy at least one complete item). The types of disk are:

Complete Disks with Upper and Lower Parts \$29.00 ea
You can choose either: Crab, Crane, Scorpion, Unicorn, Mantis, Five Rings, Dragon, Shadowlands, Naga, Lion, Ronin, Phoenix, Brotherhood. (If you buy simply the upper disk of the above, price is \$15.00 ea) Imperial Favor - \$13.00 (can't use lower disk)

Magic: the Gathering

WIZ Magic the Gathering STARTER

Are you confused? MtG has now released a new introductory product called *STARTER*, not to be confused with starter decks! This *STARTER* game has been designed for new players who want to learn to play MtG. Introduces basic game dynamics and strategies.

Magic STARTER Game \$16.00
2 x 40 card preconstructed decks, two playmats, a step-by-step play guide, rulebook, two beads to keep score, limited ed art print.

Magic STARTER Game Display 12 games \$170.00
Magic STARTER Theme Deck (40 cards, no rules) 5 kinds \$11.00
The 5 types of Preconstructed Decks are: Binding Fury, a white deck with the power of expanded creature abilities; Goblin Assault, a red deck with direct damage cards and faster creatures; Deadly Instinct, a black deck with expanded creature abilities and creature removal cards; Impaler, green deck with bigger, badder creatures; Time Curse, a blue deck with spell-denial cards.

Magic STARTER Theme Deck Display 15 Decks \$148.00
Magic STARTER Booster Pack 15 cards \$4.75
Magic STARTER Booster Display 540 cards \$155.00

WIZ Portal: Second Age

For customers who want to continue playing Portal-level Magic. This is a new themed version of Portal with 165 cards, all new art. Available in several formats.

Portal Second Age Age Game \$15.00
2 x 30 card preconstructed decks, two playmats, play guide, rulebook, 15 card booster.

P2nd Age Pre-constructed Starter Deck (40 cards) 5 kinds \$11.00
The 5 types of Preconstructed Decks are: Nature's Assault (marshals the forces of nature), Spellweaver (brings powerful magic to your hand), Goblin Fire (beats your opponent with a pack of wild creatures and firepower to burn through defenses), Martial Law (you overrun your opponent with a small army of fast, white creatures), and Nightstalkers (hammer your opponent with discard effects and creature destruction.)

Pre-constructed Starter Deck Display \$148.00
Portal 2nd Age Booster Pack 15 cards \$4.75
Portal 2nd Age Booster Display 540 cards \$150.00
Portal 2nd Age Gift Box 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc. \$20.00

WIZ Portal: Three Kingdoms

This is *Starter* level Magic the Gathering. Ideal for new players or those who are playing previous Portal supplements.

Portal Three Kingdoms 2 Player Deck \$14.50
2 x 30 card preconstructed decks, two playmats, play guide, rulebook

Portal Three Kingdoms 2 Player Deck Display 12 dks \$155.00
Portal Three Kingdoms Booster Pack 10 cards \$3.25
Portal Three Kingdoms Booster Display 600 cards \$175.00

WIZ Magic: 4th Edition

The attraction with these 4th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.

Magic 4th Ed Starter Deck 60 cards + rules \$16.00
Magic 4th Ed Starter Display 600 cards \$133.00
Magic 4th Ed Booster Pack 15 cards \$8.00
Magic 4th Ed Booster Display 540 cards \$250.00

Magic 4th Ed Trading Card Game for 2 Players

A bridge product for someone who wants to move from *Portal* to the more advanced rules and game play strategies found in Fifth Edition. has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card booster pack.

WIZ Magic: 5th Edition

Magic 5th Ed Starter Deck 60 cards + rules \$13.95
Starter Deck Display 720 cards \$150.00
This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.

Magic: 5th Edition Starter Deck 15 cards \$4.75
Magic: 5th Edition Booster Pack Display 540 cards \$150.00

WIZ Magic: Classic 6th Edition

This Sixth Edition is specially designed to help Starter and Expert level Magic players step up to Advanced Level play. Players familiar with Starter Level products such as *Portal*, will find new strategies and play options. Can be played alone or with other expansions. There are around 350 cards.

Magic Classic 6th Ed Double-Starter Pack \$16.00
Each pack has two 40-card, ready to play decks of Classic cards, plus an easy reference rulebook, & a play guide to teach advanced rules

Classic 6th Ed Double-Starter Pack Display 12 packs \$173.00
Magic Classic 6th Ed Tournament Pack \$16.00
Basically a sealed tournament deck with 75 cards, & rules sheet

Magic Classic 6th Ed Tournament Pack Display 12 packs \$173.00
Magic Classic 6th Edition Booster Pack 15 cards \$5.00
Magic: 6th Edition Booster Pack Display 540 cards \$162.00

Magic: The Dark Booster Pack 8 cards

The Dark Display 480 cards \$715.00
Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.

Magic: Fallen Empires Booster Pack 8 cards \$2.50
Fallen Emp Display 480 cards \$135.00
In the southern oceans of Dominia Prime lay a continent of great kingdoms. Hidden new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival.

Magic: Chronicles Booster Pack 12 cards \$6.00
Chronicles Display 540 cards \$230.00
This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix.

Homelands Booster Pack 8 cards \$3.00
Homelands Booster Pack (480 cards) \$130.00
Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery.

Magic: Visions Booster Pack 15 cards \$8.00
Magic: Visions Booster Display 540 cards \$250.00
Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules

Magic: Weatherlight Booster Pack 15 cards \$4.75
Magic: Weatherlight Booster Display 540 cards \$150.00
A limited black border expansion with over 160 new cards that can be played with Magic, Ice Age or Mirage

WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival.

Ice Age Starter Deck 60 cards + rules	\$15.95
Starter Display (600 cards)	\$144.00
Ice Age Booster Pack 15 cards	\$4.75
Booster Display (540 cards)	\$150.00
Alliances Booster Pack 12 cards	\$6.50
Alliances Display (540 cards)	\$230.00

WIZ Magic: Mirage

An expansion that can be played with Magic or played by itself. There are over 300 new cards in the set, including new rules variants.

Mirage Starter Deck 60 cards + rules \$14.95

Mirage Starter Display (720 cards) \$150.00

Mirage Booster Pack (15 cards) \$4.95

Mirage Booster Display (540 cards) \$150.00

WIZ Magic: Tempest

The flying ship *Weatherlight* has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. An expansion with 300 new cards that can be played with Magic or played by itself.

Tempest Starter Deck 60 cards + rules \$19.00

Tempest Starter Display (720 cards) \$200.00

Tempest Booster Pack (15 cards) \$6.00

Tempest Booster Display (540 cards) \$200.00

WIZ Magic: Stronghold

Gerrard of the *Weatherlight* leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls come face to face with Volrath.

Stronghold Pre-constructed Starter Deck 60 cards + rules \$15.50

There are four types: The Sparkler, Migraine, Call of the Kor, and The Spikes. Each has 3 rare, 9 uncommon & 48 command & land.

Each Stronghold Pre-constructed deck is built to maximise the strength of Stronghold cards.

Stronghold Starter Display (720 cards) \$155.00

Stronghold Booster Pack (15 cards) \$4.50

Stronghold Booster Display (540 cards) \$145.00

WIZ Magic: Exodus

As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the *Weatherlight* are forced to battle the deadly flagship of the evincar's army, the *Predator*. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap.

Exodus Pre-constructed Starter Deck 60 cards + rules \$15.00

Exodus Starter Display (720 cards) \$150.00

Exodus Booster Pack (15 cards) \$4.50

Exodus Booster Display (540 cards) \$145.00

WIZ Magic: Urza's Saga

Ushers in a new chapter in the epic *Magic* story. From the fires of Shiv to the darkness of Phyrexia, Urza seeks one thing: revenge. The power of the planes comes to your game with cycling, echo and other new concepts. Can you played alone or with other *Magic* sets. Over 300 new cards.

Urza's Saga Pre-constructed Starter Decks 60 cards + rules \$15.00

There are four types: The Plague (a black and white deck that uses the power of pestilence), Special Delivery (with new echo creatures, you get your red and green nasties on the table faster than ever), Sleeper (a white creature deck that awakens) and Tombstone (a black and blue deck with reanimation cards and cycling cards for options). You may choose which deck you want, but if we run out of that one, we will supply another at random.

Urza's Saga Random Starter Deck 75 cards + rules \$15.00

Urza's Saga Random Starter Display (900 cards) \$160.00

Urza's Saga Booster Pack (15 cards) \$4.50

Urza's Saga Booster Display (540 cards) \$145.00

WIZ Magic: Urza's Legacy

In this follow-up to the Urza's Saga set, the obsessed planeswalker continues his quest across Dominaria for artifacts capable of holding off the Phyrexian invasion. The Yavimaya forest reluctantly provides the seed to grow a flying ship which, along with the artifacts, are to become Urza's Legacy.

Urza's Legacy Pre-constructed Starter Decks 60 cards, rules \$15.00

There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are: *Radiant's Revenge*. The new ruler of Serra's realm, an archangel heliob on revenge. Explodes with card-drawing and control cards.

Crusher Hurling mounds, treefolk and other large obstacles try to stop Urza from completing *Weatherlight*. Hurts your opponents.

Phyrexian Assault An unending barrage of creatures and creature removal cards that can break down the most formidable defense.

Time Drain Urza's allies. Use legions of free creatures to crush your opponents before they have a chance to prepare for battle.

Urza's Legacy Pre-constructed Deck Display (12 decks) \$162.00

Urza's Legacy Booster Pack (15 cards) \$4.50

Urza's Legacy Booster Display (540 cards) \$145.00

WIZ Magic: Urza's Destiny

As the Phyrexian invasion draws near, Urza constructs the Legacy, but he needs a sentient, organic component to guide the weapon. And against the protests of his inner circle, he delves into areas best left unexplored, even by planeswalkers.

Urza's Destiny Pre-constructed Starter Decks 60 cards, rules \$15.00

There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are: *Battle Surge*. Uses special abilities to hold off opponents, while a host of red creatures mount a decisive attack.

Enchanter Employs a variety of blue creatures who get even more powerful when enchantments are played.

Assassin Sends in a swarm of small, black creatures backed up with creature destruction and discard effects.

Fiendish Nature Uses fast mana sources to power up a horde of big, green uglies with attitude.

Urza's Destiny Pre-constructed Deck Display (12 decks) \$162.00

Urza's Destiny Booster Pack (15 cards) \$4.50

Urza's Destiny Booster Display (540 cards) \$145.00

WIZ Magic: Mercadian Masques

The crew of the *Weatherlight* returns as Gerrard and company find themselves in an exotic land that teems with strange creatures and customs. Replaces the *Tempest* card set in Standard tournament play. Has 350 black bordered cards and the first ever premium cards. Also introduces new game mechanics and creature types.

Mercadian Masques Theme Deck 60 cards + rules \$15.00

There are 4 preconstructed Theme Decks in this display: *Disruptor*, lay down some good old-fashioned gruesome carnage with land and hand destruction *glare* *Rebel's* *Call*, recruit creatures straight from your library and overrun opponents. Command rebel creatures that can recruit their comrades, *Deepwood Menace*, torch the battlefield, then bring on the leaping hordes of destruction, *Tidal Mastery*, establish a line of creature defense, counter assaults, then pound away like the ceaseless sea.

Mercadian Masques Theme Deck Display (720 cards) \$162.00

Mercadian Masques Booster Pack (15 cards) \$4.50

Mercadian Masques Booster Display (540 cards) \$145.00

Mercadian Masques Tournament Pack 75 cards \$15.00

Mercadian Masques Tournament Display (900 cards) \$162.00

WIZ Magic: The Gathering ANTHOLOGIES

A limited edition two-preconstructed Starter-Deck anthology. The two decks give you the combined might of two armies assembled from

across Dominaria's history. With spells and creatures gathered from every *Magic* the Gathering expansion and edition, from Alpha Edition to Urza's Saga. The two preconstructed decks have 60 white bordered cards and 5 token cards in each. There is also a 64 page booklet covering the games history and strategies. The sturdy card box can also hold 350 cards in sleeves, or 5 starter decks. \$43.00

WIZ Magic: Unglued

A weird and wacky release for Magic: the Gathering. All of the cards are broken or bizarre, and all banned from tournament use. But if you want your social games to become "glued" then please, use these cards! But definitely not recommended for rules lawyers or power gamers, and you need a sense of humor. Has 48 packs of 10 cards each. \$3.50 per pack, or \$150 for the display.

WIZ 1998 World Championship Decks

Limited Edition. Contains 12 preconstructed decks, of four types, of four of the 1998 Magic World Championship finalists. You may specify which deck you want to order, but if we run out of that one, we will supply another at random. The decks have no rules, & are:

Brian Selden - World Champion This deck conquered the field by using Survival of the Fittest to put creatures into the graveyard.

Recurring Nightmares to bring them back into play. The deck employs over 20 creatures and dips into blue for Lobotomy. \$22.00

Ben Rubin - Finalist This archetypal red weenie deck consists of roughly equal parts direct damage, aggressive creatures & land. \$14.00

Brian Hacker - Quarterfinalist This white weenie deck rolled over competitors with more than twenty aggressive creatures. This horde relies on creatures with shadow and the en-Kor to overwhelm the unprepared, with the threat of Cataclysm. \$14.00

Randy Buehler - Twelfth Place This Draw, Go deck is pure control, with over twenty counterspells and eight card-drawing engines to dig them out. The deck's offense is limited to Stalking Stones and a Rainbow Efreet, but the best offense is often a killer defense. \$14.00

1998 World Championship Deck Display 12 Decks. \$172.00

Magic Accessories

WIZ Magic Card Storage Boxes. \$9.00

Five styles of full color Magic card boxes, each able to hold 1,200 Magic cards. The six types are red, green, white, blue, black. If we run out of that color, we will substitute at random.

KBG Magic the Gathering Play Mat \$30.00

A 14" x 26" single player play mat with a smooth surface that will protect your cards from wear and scuffing.

PEN Magic: Official Encyclopedia Vol 1 \$25.00

224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, etc.

PEN Magic: Official Encyclopedia Vol 2 \$22.00

144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc.

PEN Magic: Official Encyclopedia Vol 3 \$24.00

128 full color pages, with over 900 cards featured in full color, showing the cards from Tempest, Stronghold and Exodus. Also Vanguard and Portal Second Age cards and details of the Magic 1996 Pro Tour decks and 1997 World Championship decks.

PEN Magic: Advanced Strategy Guide \$25.00

For players who have a good strategy and knowledge of Magic rules, this is an advanced training manual. Essential info on all of the game's issues, from developing the art of deck design, how to combat classic tournament decks, and getting the most from your cards.

WIZ The Art of Magic the Gathering Rath Cycle \$37.00

A full color, glossy art book of the art from The Rath Cycle, as seen in Weatherlight, Tempest, Stronghold and Exodus. Includes full color plates as well as working sketches.

WIZ Official Urza's Destiny Game Guide \$22.00

With fiction, full description and color picture of every card, detailed index, tips on how to use each card and planning strategies.

WIZ Magic: the Gathering Interactive Encyclopedia \$110.00

This CD-ROM allows players to browse or search through every card every produced for MTG, including Mercadian Masques. Every electronic card image includes full text and the original artwork. You can also access MTG rules, it contains a deck builder, and keeps track of your own MTG collection and advises its value. IBM Requires: Pen 166, 32mbRAM, SVGA, 800CD-ROM, November. \$110.00

Magic Novels

WIZ The Gathering Dark Ice Age Cycle Book 1 Terisiare

lies in ruins. Nations have fallen, goblins raid the land. \$10.00

WIZ Bloodlines Artifacts Cycle Book IV The dark lord

Yawgmoth sends out an edit: kill Urza Planeswalker. \$10.00

Middle Earth: The Wizards

ICE Middle Earth 2 Player Starter Set

A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Includes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. \$36.00

ICE Middle Earth Challenge Decks

There are ten different pre-designed decks, ready for tournament or casual play. Each fixed deck has 110 cards, rules summary, and suggestions on how to play the deck. All the cards have a gray border, but normal backs. You can order a specific deck, but if we have run out of that deck, we will substitute another at random. The decks are:

Swords of Gondor (Saruman), *Release the Prisoners* (Alatar),

Dwarven Quest (Pallando), *Bargain Between Friends* (Radagast),

Return of the King (Gandalf), *Spies & Traitors* (Adomante),

Murmuring Brood of Uglies (Dwar), *Savagely Tribe* (Hornmirth),

Morgul Rallying Cry (Witch-king), *Seducing Nations of Men* (Indur).

Challenge Deck 110 cards + rules \$10.00

Challenge Deck Display 1100 cards \$95.00

ICE Middle Earth: The Wizards

In this card game, based on Tolkien's famous novels, you play one of the five wizards sent to oppose Sauron. The goal of each wizard is to marshal the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. There are 480+ cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring, otherwise, the player who marshals together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

Middle Earth Starter Deck 76 cards + rules \$7.50

Middle Earth Starter Display 760 cards \$60.00

Middle Earth Booster Pack 15 cards \$1.25

Middle Earth Booster Display 540 cards \$35.00

METW The Dragons Booster Pack 15 cards \$2.00

METW The Dragons Booster Display 540 cards \$60.00

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge

you and beckon you to their hoards. 180 new black border cards. Beautiful artwork.

METW Dark Minions 15 cards Special \$2.00

METW Dark Minions Booster Display 540 cards Special \$60.00

180 new cards including agents such as Grima Wormtongue; Underdeeps such as the awful Under-gates of Moria, etc. 180 new cards

ICE Middle Earth: The Lidless Eye Limited Edition

Compatible and stand alone supplement, where you can play one of the nine Nazgul in the service of Sauron, and use minions as "characters". Forming companies and gathering power to advance Sauron's cause in Middle Earth. Has over 350 cards with beautiful artwork.

ME: The Lidless Eye Starter Deck 76 cards + rules \$15.95

ME: The Lidless Eye Starter Display 760 cards \$144.00

ME: The Lidless Eye Booster Pack 15 cards \$4.50

ME: The Lidless Eye Booster Display 540 cards \$145.00

ICE Middle Earth: Against the Shadow

Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from *METW*. The *Wizards*, competing against a Ringwraith player. But so that Ringwraiths can match Wizards in the full range of strategies available, more Ringwraith resources are included.

ME: Against the Shadow Starter Pack 15 cards \$4.50

ME: Against the Shadow Booster Display 540 cards \$145.00

ICE Middle Earth: The White Hand

ME: The White Hand Starter Pack 15 cards \$5.00

ME: The White Hand Booster Display 540 cards \$150.00

Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on a corrupted Wizard player, as Saruman was corrupted in the novel. A corrupted Wizard can pick and choose the good and evil resources, and will use any means to achieve his end.

ICE Middle Earth: The Balrog

Limited Expansion. At last, a refreshingly different presentation of CCG cards - this expansion is sold in two boxes. Each box contains 132 fixed cards, including 52 new Balrog cards, and 80 previously released cards that the Balrog can use in his army. So if you buy both boxes, you automatically receive all 104 new cards! Each box allows you to play a Balrog without needing any other cards. Lead forth your host of orcs and trolls!

ME: The Balrog 'The Shadow Deeps' Box 132 cards \$36.00

The Balrog infiltrates the Underdeeps beneath Moria. Here, he hopes the ancient fires will instill him and his minions with new strength.

ME: The Balrog 'Balrog's Host' Box 132 cards \$36.00

The Balrog gathers the orcs and trolls of the Misty Mountains into a massive army, and is ready to fight wizard or ringwraith.

The Balrog Display 3 each of the above two boxes \$190.00

ICE Middle Earth Gift Set Limited Edition

This limited edition Gift Set contains all two players need to play, plus heaps of extra goodies. Has two Unlimited Starter Decks, four Unlimited Booster Packs, two packs each from the Limited The Dragons and Dark Minions; 2 Burning Eye dice, 2 plastic hobbits, color Middle Earth map, rules book, card lists, and a sturdy card storage box that can hold 1,000 cards. \$40.00

Pokemon

WIZ Pokemon

Can you believe it? Pokemon has finally been released in Australia. Based on the cartoon series inspired by the Game Boy game. You can now collect and train your favorite Pokemon to challenge rival Pokemon trainers using the special attacks you've seen in the popular TV show.

Pokemon Starter Deck 61 cards, rules, counters \$19.00

Pokemon Starter Display 6 or 8 decks \$103.00 or \$137.00

Each Starter deck contains two 30-card theme decks so that two can play immediately. 1 holographic Pokemon card, 10 damage counters,

1000000. All Starter Decks contain the same two 3-card theme decks.

Pokemon Theme Deck 61 cards, coin, rules, counters \$3.95 Below

There are four types of Theme Decks. They are: *Overgrowth* - \$24, take over the game by evolving your grass and water Pokemon to maximum toughness; *Blackout* - \$22, leave your rivals in the dark as you destroy their energy with the fighting and water Pokemon; *Zap!* - \$28, Knock your opponent's Pokemon out of the fight with the psychic and lightning Pokemon in this deck; *Burnfire* - \$28, surprise your opponents by attacking swiftly and fiercely with fire and grass Pokemon.

Pokemon Theme Deck Display 8 decks \$170.00

Pokemon Booster Pack 15 cards \$6.00

Pokemon Booster Display 36 packs \$194.00

Pokemon Trading Card Album Has 14 Ultra-Pro 4-card pages that holds 112 Pokemon cards back-to-back. \$15.00

Rage

WW RAGE Trading Card Games

By White Wolf. Take control of a pack of werewolves, commanding them in battle against your opponent's pack and creatures of the Wyrm. Use special cards to arm your werewolves with mystical equipment and weapons or to unleash spiritual magic upon opponents.

Outwit your opponents using social actions to strip them of their powers and award your pack more Renown for victory. There are over 300 cards in the Unlim Ed. If you order one of each display, but 2 of Legacy, pay only \$105.00

Rage Starter Deck 60 cards, rules \$2.50

Rage Starter Display 10 decks \$20.00

Unlimited Version Starter Decks. Every starter deck is different.

Rage Booster Pack 12 cards \$1.00

Rage Booster Display 24 packs \$20.00

Unlimited Version Booster Packs. There is one special Past Lives chase card in every 276 cards.

The Umbra Starter Deck 12 cards \$1.00

The Umbra Booster Display 24 packs \$20.00

Limited Edition Expansion, which explores the mystical spirit realm known as The Umbra. An all-known territory to explore with new and powerful enemies.

The Wyrms Starter Pack 15 cards \$1.00

The Wyrms Starter Display 24 packs \$20.00

Limited Edition Expansion, which allows you to play packs of Wyrms creatures. Now you can battle against those pathetic packs of Garou who struggle to save a planet you've already conquered.

Legacy of the Tribes Pack 12 cards \$1.00

Legacy of the Tribes Display 24 packs \$20.00

Limited Edition Expansion. The time of the Apocalypse draws closer, and preparing for the worst, members of the tribes call forth their greatest heroes, most powerful fetishes, strongest allies, greatest resources

Rage Across Las Vegas

FIV Rage Across Las Vegas

Rage is the fast paced fighting game of werewolf combat based on White Wolf's acclaimed World of Darkness Werewolf roleplaying

game. Players form packs of werewolves and attempt to defeat the other players. There are 9 60-card releases.

Age Phase #1 Starter Deck 60 cards + rules	\$16.00
2 different Preconstructed Starter Decks: Get of Fenris and Wendigo	
Age Phase #1 Booster Pack 8 cards	\$3.50
Age Phase #1 Combo Display 6 decks, 24 packs	\$162.00
Age Phase #2 Starter Deck 60 cards + rules	\$12.50
2 different Precon. Starter Decks: Bone Gnawers and Red Talons	
Age Phase #2 Booster Pack 8 cards	\$3.00
Age Phase #2 Combo Display 6 decks, 24 packs	\$140.00
Age Phase #3 Starter Deck 60 cards + rules	\$12.50
2 different Precon. Starter Decks: Silent Striders and Shadow Lords	
Age Phase #3 Booster Pack 8 cards	\$3.00
Age Phase #3 Combo Display 6 decks, 24 packs	\$140.00
Age Phase #4 Starter Deck 60 cards + rules	\$12.50
2 different Preconstructed Starter Decks: Galliard and Philodox	
Age Phase #4 Booster Pack 8 cards	\$3.00
Age Phase #4 Combo Display 6 decks, 24 packs	\$140.00
Age Phase #5 Starter Deck 60 cards + rules	\$15.00
2 different Precon. Starter Decks: Children of Gaia and Black Furies	
Age Phase #5 Booster Pack 8 cards	\$3.50
Age Phase #5 Combo Display 6 decks, 24 packs	\$160.00
Age Phase #6 Starter Deck 60 cards + rules	\$15.00
2 different Preconstructed Starter Decks: Uktena and Iron Riders	
Age Phase #6 Booster Pack 8 cards	\$3.50
Age Phase #6 Combo Display 6 decks, 24 packs	\$160.00
Age Phase #7 Equinox Starter Deck 60 cards + rules	\$16.00
3 different Preconstructed Starter Decks, they are: Silver Fangs, Fiana, Stargazers	
Age Phase #7 Equinox Combo Display 6 decks, 24 packs	\$183
Age Phase #7 Equinox Booster Pack 8 cards	\$4.50
Age Phase #7 Equinox Booster Display 24 packs	\$99.00

Star Trek Next Generation

DEC Star Trek Introductory Two Player Game

There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe; and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, G'ral and Jarrod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, and Commander Troy. \$45.00 each

DEC Star Trek Next Generation

The game features fast action based on the action in the series. Game play is refreshingly different and unique. You can be Federation, Romulan, or Klingon. Your deck will include mission cards; dilemma and interrupt cards; artifact cards; outpost cards; ship cards; personnel cards, crews with which to form Away Teams; etc.

Star Trek Premiere Starter Deck II 68 cards + rules \$14.50

Has 60 cards from the Unlimited Edition, rules, and 8-fixed limited black bordered cards with 6 new missions, new outpost, new event.

Star Trek Premiere Starter Deck II Display 12 decks \$150.00

Star Trek Next Generation: Booster Pack 15 cards \$4.50

Unlimited Booster Disp. \$140.00

A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.

Alternate Universe Expansion 15 cards \$4.50

Alternate Universe Display \$140.00

122 new cards. 49 of these cards contain subject matter related to alternate realities or universes such as time travellers, parallel universes, etc. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged, is of the Future Enterprise.

Q-Continium Booster Pack 15 cards \$4.50

Q-Continium Booster Display 540 cards \$140.00

The second expansion for Star Trek, this one features Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.

First Contact Movie Booster Pack 9 cards \$4.00

First Contact Movie Booster Display 270 cards \$115.00

The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. Includes new rules, one sheet per display.

First Contact Enhanced Pack \$25.00

Has 4 First Contact Boosters and 3 new, fixed black border cards. There are 12 new cards in total, and the package tells you which 3 of the 12 cards are in it. Most new cards enhance the Borg, 2 the Fed. New cards include Gowron, Goldukat, Tomolok and Bareil as Borg, and Borg overlay cards, which can turn anyone into a Borg. Amusing!

First Contact Enhanced Display 12 Enhanced Packs \$255.00

Deep Space 9 Starter Deck 60 cards + rules	\$14.50
Deep Space 9 Starter Display 720 cards	\$150.00
Deep Space 9 Booster Pack 9 cards	\$3.75
Deep Space 9 Booster Display 270 cards	\$99.00
Introduces the Deep Space 9 Space Station, its captain and crew, new affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 260 new cards. Can be played with Star Trek or by itself.	
Star Trek: The Dominion Booster Pack 9 cards	\$3.75
Star Trek: The Dominion Booster Display 270 cards	\$99.00
130 new cards. The Dominion affiliation, Weyoun, the Jem'Hadar, the USS Defiant, Gamma Quadrant missions, the Founders as themselves or infiltrators, garrisons, planetary subjugation. Also new rules specially for the Jem'Hadar, the Founders, etc.	
Blaze of Glory Booster Pack 9 cards	\$3.75
Blaze of Glory Booster Pack Display 30 packs	\$99.00
130 new cards. A new battle side deck, two dozen Klingons and Romulans, collectable diffraction foil cards, powerful new starships, new ways to take and exploit captives, an arsenal of hand weapons.	

Star Trek Next Gen. Card Game Factory Set \$150.00

This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available.

Star Trek Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1 unique 20 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unstepped cards. Inside the sealed external wrapper, each box has one of six random different cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon and Romulan. *You cannot specify which you want.*

Star Trek Official Tournament Sealed Deck	\$30.00
Star Trek Official Tournament Sealed Deck Case (12 decks)	\$310

Star Wars Episode I

DEC Star Wars Episode I Introductory Game

Contains four 40-card preconstructed decks, for 2 - 4 players. Features an easy to understand rulebook, that teaches gameplay and then how to customize decks. Not compatible with the below. \$40.00

DEC Star Wars Episode I: Young Jedi

Not compatible with the original Star Wars CCG, this all new game presents the characters, starships, locations and these from the new Star Wars movie. This first release focuses on the actions taking place on one of the planets featured in the movie. 140 limited edition cards are in this release. Please note that the rules and gameplay are very simple, much like *Magic: The Gathering*. Has foil cards randomly inserted.

SW Young Jedi Episode I Starter Deck 60 cards + rules \$16.00

Has two 30 card playable decks, one Light Side, one Dark Side.

SW Young Jedi Starter Deck Display (720 cards) \$170.00

SW Young Jedi Episode I Booster Pack 11 cards \$4.75

SW Young Jedi Booster Pack Display 30 Booster Packs \$122.00

SWYJ The Jedi Council Starter Deck 60 cards + rules	\$16.00
Two major changes - Coruscant characters and the addition of six new location cards. Starter decks are fixed and contain 10 cards not found in the booster packs. Foil cards appear only in the booster packs.	
SWYJ The Jedi Council Starter Deck Display (720 cards)	\$170.00
SWYJ The Jedi Council Booster Pack 11 cards	\$4.75
SWYJ The Jedi Council Pack Display 30 Booster Packs	\$122.00

DEC Young Jedi Collector's Box

Contains 12 booster packs of 11 cards each, (same as above), a sturdy card holding box with a picture of Darth Maul on it, & card list \$63.00

Star Wars

DEC Star Wars Premiere Introductory 2 Player Game

The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galactic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. \$40.00

DEC Star Wars Unlimited Edition

The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force.

Star Wars Starter Deck 60 cards + rules \$14.50

Starter Deck Display (720 cards) \$150.00

Star Wars Limited Starter Deck 60 cards + rules \$18.00

Star Wars Limited Starter Deck Display (~720 cards) \$194.00

Star Wars Booster Pack 15 cards \$4.50

Booster Pack Display (540 cards) \$140.00

Star Wars Limited Booster Pack (15 cards) \$8.00

Star Wars Limited Booster Display (540 cards) \$259.00

New Hope Limited Booster Pack 15 cards \$6.00

New Hope Limited Booster Display (540 cards) \$180.00

Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.

New Hope Revised Edition Unlimited Booster Pack 9 cards	\$3.75
New Hope Revised Edition Booster Display 30 packs	\$99.00
Hoth Limited Booster Pack 15 cards	\$6.00
Hoth Limited Booster Display (540)	\$190.00
Hoth Unlimited Booster Pack 9 cards	\$3.75
Hoth Unlimited Booster Display (270 cards)	\$99.00
Set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal.	
Dagobah Limited Booster Pack 9 cards	\$6.00
Dagobah Limited Booster Display 540 cards	\$325.00
Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters. Features 180 new limited edition cards.	
Cloud City ESB Booster Pack 9 cards	\$3.75
Cloud City ESB Booster Pack Display 540 cards	\$189.00
The next limited expansion set in the <i>Empire Strikes Back</i> movie. We see Boba Fett, the Cloud City's denizens, etc.	
Jabba's Palace Booster Pack 9 cards	\$3.75
Jabba's Palace Booster Pack Display 540 cards	\$199.00
Jabba the Hutt has captured Han Solo, and the Rebels must rescue him. But first they must use disguise to get past Jabba's henchmen, bounty hunters, and pets. 108 new cards.	
Endor Booster Pack 9 cards	\$3.90
Endor Booster Pack Display 30 packs	\$102.00
Contains 180 new cards. Tied closely to Endor and the force. Also Scout Walkers, Biker Scouts, and Rebel Strike Team, and foil cards randomly inserted in one in nine booster packs.	

DEC Star Wars Special Edition

A new 324 card limited edition set which features art from the three Special Edition movies, which were re-releases of the old movies plus new computer graphic characters, scenes, ships and vehicles, etc.

Star Wars Special Ed Starter Deck 60 cards + rules \$18.00

22 of the 60 cards are fixed, so are immediately playable. Come as either Dark Side or Light Side. You can specify which, but if we run out of one, we'll supply the other. Large format rules version 2.0.

Starter Deck Display (720 cards) \$190.00

Star Wars Special Ed Booster Packs 9 cards \$3.75

Star Wars Special Ed Booster Display 30 packs cards \$99.00

Star Wars Enhanced Premiere Pack. \$See Below

There are six types of Enhanced Premiere Packs in the display. Each Pack has a limited edition character card with weapon, plus four unlimited booster packs. The six types are Darth Vader with Lightsaber \$22.00, Luke with Lightsaber \$22.00, Obi-wan with Lightsaber \$22.00, Boba Fett with Blaster Rifle \$35.00, Leia with Blaster Rifle \$40.00, Han with Heavy Blaster Pistol \$40.00. You can specify which one you want, but if we run out, we will supply another at random, at the correct price. Display of 12 Packs. \$270.00

Star Wars First Anthology \$100.00

Sold out commercially, this limited edition is now only available from secondary markets, hence the high price.

Star Wars Second Anthology \$50.00

A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are eight Unlimited Booster Packs, two limited Dagobah Packs, two packs of Cloud City, plus a free bonus selection of 6 white border pre-view cards from a future set, including Mon Calamari Star Cruiser, Sarlacc, Mon Mothma, etc.

Star Wars Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unstepped cards. Inside the sealed external wrapper, each box has one of six random different cover designs. *You cannot specify which you want.*

Star Wars Official Tournament Sealed Deck	\$30.00
Star Wars Official Tournament Sealed Deck Case (12 decks)	\$310

Tomb Raider

PRE TOMB RAIDER CCG

Based on the computer game, this revolutionary CCG captures the heart and soul of Tomb Raider. Move! Fight! Think! and Search! To be the first to find the hidden treasure and win the game. Legendary quests, fabulous items, and daring raiders all combine with game play features like upgrades, save points, and escalating difficulty.

Tomb Raider Starter Deck 50 cards, rules, dice, piece, bst pack \$17.00

There are 2 starter deck types: *Trapped in the Tomb*, where Lara uses her wits to search for ways to circumvent the tomb's ancient traps, and *Into the Convex*, where Lara needs frequent use of her gun to kill sinister monsters.

Tomb Raider Starter Deck Display 10 Starter Decks	\$153.00
Tomb Raider Starter Pack 8 cards	\$3.50
Tomb Raider Booster Pack Display 48 packs	\$152.00

Jyhad & Vampire: the Eternal Struggle

WIZ JYHAD TRADING CARD GAME

This game by Wizards of the Coast, is a collectible card game set in White Wolf's dark Vampire: the Masquerade world. These cards are fully compatible with the new Vampire: the Eternal Struggle CCG. There are over 400 cards in the set. Limited stocks, so be quick.

Jyhad Starter Deck 76 cards, rules	\$50.00
Jyhad Starter Display 10 decks, 760 cards	\$400.00
Jyhad Starter Pack 19 cards	\$1.50
Jyhad Booster Display 36 packs, 684 cards	\$400.00

WIZ Vampire: The Eternal Struggle

Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatting and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules	\$18.00
Starter Display (760 cards)	\$150.00
Dark Sovereigns Booster Pack (15 cards)	\$4.00
Dark Sovereigns Booster Disp (540 cards)	\$140.00
Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.	
Ancient Hearts Booster Pack 12 cards	\$6.00
Ancient Hearts Booster Disp (540 cards)	\$200.00
The tragic legacies of Mediterranean Kindred: the Camarilla, Assamite, & Set.	
The Sabbat Booster Pack (28 cards)	\$9.00
The Sabbat Booster Display (672 cards)	\$200.00
Limited print run of over 400 new cards. The Sabbat. Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.	

Warlords

ICE Warlords

A simple, fast, fun, multiplayer (2 - 8 players) fantasy game, based on the popular computer game. For the new special price, it's a great value. You assume your heroic followers, gather your armies, and build citadels. Venturing out to explore, find treasure, or wage war, you avoid or crush cruel beasts and outmaneuver your foes' warriors and armies. Using strength and guile, you try to be the first to rise as the supreme warlord. 251 cards in the set.

Warlords Combo Display 8 Starter Decks, 16 Boosters. \$200.00

Each display has eight different starter decks, each being value, "faction", and 16 Randomised 12-card booster packs, but without rare or uncommon distinctions. Therefore, it is easy to collect an entire faction.

Xena

WIZ Xena: Battle Cry

Contains original Xena cards plus new Battle Cry Cards. You assume the role of a warrior king or queen. Battling with other monarchs over the ancient lands, you command characters and use amazing actions to outwit your opponents and drive them from the battlefield. The details are as below:

Xena Battle Cry Starter Deck 40 cards, rules	\$11.00
There are six types of Starter Decks: Centaur & Seers, Immortal Favor, Dirty Deeds, Siege Engine, Rough Riders, Divine Wrath.	
Xena Battle Cry Starter Display 18 decks	\$178.00
Xena Battle Cry Booster Pack 13 cards	\$4.50
Xena Battle Cry Booster Display 585 cards	\$180.00

Trading Card Accessories

CRF81117 Magic the Gathering Collector's Album \$9.00

A stunning collectible card game 3-ring Collector's Album, designed for Magic: the Gathering, but usable with any cards, of course!

CRF81169 Mirage Collector's Album Special \$7.00

A 3-ring collectible card game 3-ring Collector's Album, designed for Magic: Mirage, but usable with any cards, of course!

CRFRP-N8-2U Card Album \$12.00

High quality card album that fits the Superhero Sheet Card Holders.

GYM Superpro Sheet Card Holders (1) \$0.50

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc.

CRF81100 DECK PROTECTORS \$12.50

The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display...

Black-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. \$13.50 each or for a whole display \$139.00 10 decks.

Red-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. \$12.50 each or for a whole display \$109.00 10 decks.

GYM Ultra Pro Floppy Card Sleeves (100) \$3.25

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usable format.

CRF200CB Ultimate Collection 200 Card Plastic Box \$2.50

Made of durable, rigid plastic, this box fits 200 trading cards. Great value for this price. Limited stock available.

Role Playing Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

7th Sea

7th Sea PLAYER'S GUIDE By AEG. Discover the world of 7th Sea, where swashbuckling mixes with sorcery and piracy in heroic action. This is a world where secret societies, intrigue, and dashing acts of derring-do abound. Includes a quick-start guide; over 100 pages of source information on 7th Sea, the world of 7th Sea. Rules use a unique bidding system, giving players and GMs control over the mechanics of the game. Hardcover. \$55.00

7th Sea GAME MASTER'S GUIDE The perfect companion to the Player's Guide, this hardbound volume contains everything from helpful hints to downright dirty tricks, plus a wealth of information on the world and its nations, cultures, secret societies. Hardcover. \$55.00

7th Sea GM's Screen & The Erebus Cross #1 Typical GM screen, plus the first part in a 3 part adventure that leads the players across main and Theah. Also info on the Explorer's Society sourcebook. \$37.00

Nations of Theah Book 1: Pirate Nations With maps and descriptions of three pirate locales, statistics and descriptions for all of Theah's pirate factions, sailor sourcebook, new rules for boarding actions, etc. \$37.00

Nations of Theah Book 2: Avalon Pulls back the faerie veil to reveal the secrets of the UK. Due Nov. \$28.00

The Knights of the Rose & Cross Unaffiliated with any nation, the Knightly Order stands for honor and justice. However, behind the dashing smiles is a secret that will change Theah forever. Due Nov. \$37.00

Aberrant

Aberrant RPG By White Wolf, this complete RPG is the prequel to Trinity RPG, dealing with the Aberrant Era. Set in the early 21st Century, before the devastating war against humanity, this game allows you to be one of these doomed beings of vast power, and to experience their struggles to avoid the coming cataclysm. Was it a Golden Age or Hell on Earth? What were the aberrants really like? Were they really mad gods running rampant across the world? 296 pages. Softcover Version. \$46.00. Hardcover Limited Ed \$55.50

Aberrant Storytellers Screen Typical GM screen plus a 72 page book containing setting information including the effects of novas on existing corporations, religions and cults. Also a complete story. \$28.00

Aberrant Dice A set of ten 10-sided gold and blue dice & bag. Due Nov. \$14.00

Expose: Aberrants Fugitives, murderers, or unsung heroes? The nascent Aberrants organization and its fight against Aeon's Project Utopia. \$9.50

Alternity

INTRODUCTION

Incident at Exile Fast-play Game The perfect, cheap intro to Alternity. This 48 page book has everything needed to explore this wonderful and terrifying future. Also includes a self-contained roleplaying game. The rules are a shorthand version of the full game, and there is also a full adventure. \$9.50

Alternity Adventure Game The Adventure Begins Now This introductory boxed set introduces new players into an exciting sci-fi universe where they control the action, a place full of adventure, wonder and terror. Has all the rules required to begin playing, also an adventure book full of scenarios, pregenerated heroes to begin playing fast, GM screen and dice. \$18.50

CORE RULES

ALTERNITY Player's Handbook By TSR, this full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. Tons of full color & B&W art. Looks good. TSR finally made a worthy entrance into the Sci-Fi genre. 254 pages. \$54.00

ALTERNITY Gamemaster's Guide This full color volume with 256 pages and handbook cover has everything needed to moderate the Alternity game, including rules for creating characters, adventures and campaigns for any sci-fi setting; a Fast Play chapter that teaches the basics of moderating the game and provides a starting adventure; starships construction rules and a tactical space combat system; star system design rules, thirty aliens and creatures; how to design aliens & alien artifacts, etc. \$54.00

ACCESSORIES

Alternity Campaign Kit Features a four panel GM Screen and 32 pages of record-keeping aids, including supporting cast forms, character sheets, hero roster, ship diagrams, and ship logs. \$22.00

Alternity Database This handbook provides expanded rules, game stats and descriptions for using or designing futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of Gridspace details hacking, netrunning, & virtual reality. Can be used with Star Drive. \$34.00

Alternity Starships For players and GMs, presenting everything about spaceship construction. Also includes a list of new equipment for campaigns from the Fusion Age to Energy Age, over 16 deck plans for ships from one-man fighters to corvettes. Also spaceship, jump gates and hyperspace. \$35.00

Alternity Tangents Imagine a world, parallel to ours, where the Roman Empire never fell, or where millions live in underwater cities... this sourcebook lets you design hundreds of strange new worlds in parallel dimensions. Also has an adventure in which 3 - 6 heroes must track down a group of terrorists who have escaped into another dimension. \$35.00

Beyond Science: Guide to FX A fresh new look at the rules for FX or paranormal abilities such as magic and superpowers. Compatible with any Alternity game. Over 100 new arcane magic, faith and super powers FX skills in eighteen specialties, including alchemy, energy control. Due Feb. \$35.00

Mindwalking: A Guide to Psionics Expands upon the psionics rules from the Player's Handbook, adding new skills and powers. Can be used with Star Drive and Dark Matter campaign settings. Due Nov. \$35.00

STAR DRIVE

STAR DRIVE CAMPAIGN SETTING The first campaign setting for Alternity. This hard cover book features stunning cover art and 256 full color pages, packed with illustrations, star maps, maps of cities, deck plans, etc. It is the dawn of the 26th Century, a time where humankind, after centuries of

warfare, stands on the threshold of greatness or the brink of destruction. One entire colony in the Verge was destroyed in a matter of hours, with no survivors. Who or what was responsible? The event is called The Silence. In our history, all aspects of 2501AD human society, from medicine, religion, cybertechnology to the Grid and robotics; 13 stellar nations; the Verge, etc. \$55.00

Star Drive Campaign Supplements

Alien Compendium: Creatures on the Verge Inside this 128 page full color volume are more than 60 detailed descriptions of aliens that live in and around the planets of the Verge. Creatures range from crystalline lifeforms to sea creatures. \$40.00

Alien Compendium II: The Exploration of 2503 A A comprehensive guide with dozens of new alien creatures, plus a guide to creating new and unique aliens. 98 pages. Due April. \$37.00

Alternity Arms & Equipment Guide From protective gear to weapons of mass destruction, from merchant equipment to VergeTech to MegaCorps and Personal Security. More than 100 items are detailed, with descriptions, game stats, & illustrations. \$31.50

Klick Clack A Klick has been discovered, and now the Concord takes the war to the enemy. This adventure allows the players to assault a Klick base and get inside a Klick attack ship. \$18.50

Murder in Drivespace When an alien ambassador is murdered, it's a race against time to find the killer before the ship emerges from Drivespace. Includes details on a new alien species that could become humanity's most trusted ally or deadliest enemy as the adventure unfolds. Due Nov. \$26.00

Outbound: An Explorer's Guide For scouts and heroes who dare to venture into the unknown reaches of the Verge. Has three detailed star systems to explore, info on the Concord Survey Service, new equipment and careers, exploratory adventures, new alien species. \$35.00

Planet of Darkness The planet Lison is cloaked under a veil of darkness, while its inhabitants mine precious metals. A discovery is made of something which could change the balance of power in the Oberon system for ever, amidst endless machinations between stellar nations and megacorps. \$25.00

Star Compendium: Systems of the Verge An updated map of the Verge. Overview of the state of the region. How the Verge colonies relate to each other. An in-depth look at six systems including settled worlds, lost colonies, fledgling outposts and virgin territory. In full color. \$40.00

System Guide to Aegis Aegis System is the heart of the Verge. Reveals info about the entire star system, from the mysterious origins of Bluefall and secrets of the Deepfall to the gas giant Redcoron. With map. Due Jan. \$35.00

The Lighthouse Lighthouse is a startling outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use supporting cast members, etc. \$22.50

The Last Warhulk The first full length adventure for the Star Drive setting. A relic from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. Can you disable the ship or convince the AI to quit the war? \$26.00

Threats from Beyond A collection of adventure books, news reports, interviews and other data that uncover a massive galactic conspiracy, plus evidence on the emerging alien menace known as the Externals. \$35.00

STAR DRIVE NOVELS

The Harbinger Trilogy

- 1. Starrise at Corviva** Read nothing - I read all 370+ pages in three days! Gabriel Connor is a Concord marine with great opportunities before him, until he is made the scapegoat of a political disaster. But as he finds himself up against the governments of two planets in the Verge, Voidcor, and Concord friends-become-enemies, he finds Concord has not finished with him yet. While trying simply to survive, he stumbles across part of the mystery about The Silence, but he doesn't like what he finds... nor will you! \$11.00
- 2. Storm at Eldala** Gabriel Connor and his final friend Enda continue to carve out a living amongst the worlds of the Verge, accepting a contract to survey a new world. But old enemies hunt them relentlessly, and they stumble across alien artifacts/nouns millions of years old. \$11.00
- 3. Nightfall at Algemorn** An alien menace looms on the outer reaches of known space while vying factions grasp for control within the settled systems. Gabriel goes to a system with ruins of a forgotten civilization. April. \$11.00

Miscellaneous Star Drive Novels

- 1. On the Verge** War erupts on Anix, a frozen world in the borders of known space. Lieutenant Damien Witko and the Concord Marines charge in to prevent the conflict from escalating offworld, but soon discover that an even darker threat awaits them. \$11.00
- 2. Starfall** A collection of short stories set in the Star Drive setting, written by such leading science fiction authors as Michael A. Stackpole, Diane Duane, Robert Silverberg, etc. \$11.00
- 3. Zero Point** Peter Sokolov, a bounty hunter and cybernetic killer for hire, apprehends his target, a Japanese woman. But they encounter a derelict alien spaceship and learn that the only way they can survive is to trust each other. This really is a great novel, you can't put it down. More twists than a braid! \$11.00
- 4. The Silence Between the Stars** Kilian Stiver leads a team of explorers to the desiccated hulk of Sunhawk, in search of the Emperor, a fabled prize of mysterious origins. Due Nov. \$11.00

DARK MATTER

DARK MATTER CAMPAIGN SETTING In the modern world, not everything is as it appears. Paranormal occurrences and occult activities are becoming everyday happenings. These events are quickly hidden from public view by various world governments and other organizations. Doorways to other worlds are opening, and it's up to the heroes of the Hoffmann Institute to determine friend from foe, good from evil, and conspiracy from happenstance. Already the entire world is threatened by far reaching conspiracies. Nov. \$55.00

The Killing Jar Stand alone adventure. A case of grand theft auto quickly escalates into a more serious investigation, leading the heroes to a sinister forensics lab, a forgotten burial mound, and a conspiracy. Due Jan. \$26.00

Dark Matter Arms & Equipment Guide Based on real-world, modern day technology, with dozens of new guns and hundreds of gadgets, tools, and useful devices that are usable in any modern day RPG. Feb. \$35.00

Alternity StarCraft

Alternity StarCraft Adventure Game Based on the popular computer game by Blizzard Entertainment, brings the Zerg, Protoss and Terran characters, creatures and vehicles to the Alternity roleplaying system. \$37.00

Ars Magica: 4th Ed

ARS MAGICA 4th Ed The new edition of Ars Magica by Atlas Games. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle, wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folklore and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. \$55.00

A Medieval Tapestry Within these pages lies the wealth of Mythic

Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc. \$37.50

Festival of the Damned Two classic adventures fully revised. The Ghoul of St. Lazare begins with the discovery of a mutilated corpse. Festival of the Damned sees the forces of Hell back in St. Lazare. \$36.00

Hedge Magic Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. \$26.50

Heirs to Merlin: the Stonehenge Tribunal Details Mythic Europe's England and Wales. From tales of King Arthur to the death of Thomas Becket, the order of Hermes, the druids' stone circles. Due Nov. \$42.50

Kabbalah: Mythic Judaism Delves into the Jewish Quarters of Mythic Europe, investigating the full spectrum of Jewish law, history, faith and legend. Reveals the mysteries of Kabbalah, its scope ranging from gematria to the Tree of Life to the creation of golems, and two new classes of hedge wizards: baal shem & necromancers. \$37.50

Parma Fabula Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including artefacts and other noteworthy items: a fully described library, non-player characters, etc. \$25.50

Return of the Stormrider Vanquished twenty-three years ago, the Stormrider rises again. The Storm Stead's hoofprints scorch the earth as the Stormrider lays waste to everything in his path. Includes pregenerated characters plus the adventure. Good for new players too. \$25.50

The Dragon & the Bear The sourcebook of the Novgorod Tribunal, covering the eastern lands of Mythic Europe, from Poland to Russia to the steppes where the Mongol horde waits to descend upon the west. Examines slavic faerie, pagan Volkhvy priest-wizards, and Novgorodian legends. The Fallen Angel When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magi must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it... \$22.50

The Mythic Seas This book examines the ships that travelled the ocean waters, offering rules for their creation and maintenance. It delves into the myths and legends of the deep, plus rules for trade, has a host of sea-beasts, mundane and magical. New spells, new books, new character archetypes. \$31.50

The Wizard's Grimoire This fully revised edition features new templates for player character magi, essays that examine topics of concern to the wizardly class, rules for improving laboratories in a myriad of ways, sample magic items, 100 new spells, etc. \$46.00

Ultima Thule The sourcebook of Norway, Sweden, Denmark, Iceland, and Greenland. Describes the denizens, culture, deities, etc. Also rules for Norse character creation, viking nomenclature, Finnish wild wizards, etc. \$39.00

Babylon Project

THE BABYLON PROJECT RPG The year is 2259. The atmosphere around Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Nam and the Centauri. And rumours are circulating - rumours of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets. By Chameleon Eclectic. \$48.00

Babylon Project Gamemaster Resource Kit Includes a stunning 3 panel GM screen, master copy of the character record sheet and character worksheet, two full color pages of common logos, battle patches, and a full color booklet with optional game rules, stats on the Explorer starship, & race information. \$24.00

Earthforce Sourcebook It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Nam, Centauri, and Minbari ships, and with color cut-out counters for all ships. \$38.00

Ivanova Is God XL T-Shirt with photo of Claudia Christian. \$30.00

Baron Munchausen

BARON MUNCHAUSEN The Extraordinary Adventures Of a highly irregular and amusing, complete roleplaying game in just 24 pages! By Hogshead Publishing. The whole book is written by the Baron himself, who digresses into one of his stories every other paragraph. To quote the Baron, "My game is a simple one, based upon a ritual I observed in the tribes of the remote Amazon, which they practise while preparing food. I was able to study the ritual in some depth since I had undergone the misfortune of being captured and was indeed the food...ah, but I am meandering again. The game is simple. The players sit around a table, preferably with a bottle of an interesting liquor or a decent wine to moisten their throats, and each takes a turn to tell a story of an astonishing exploit or adventure. The telling of the tale is prompted by one of the others (the game has 200 ready-made story ideas) and the rest of the company may interrupt with questions and observations, as they see fit, to which the teller retorts or avoids. The winner buys the others a drink, and then the game starts over again. \$12.00

Big Eyes, Small Mouth

BIG EYES, SMALL MOUTH RPG Roleplaying in the anime world. This multi-genre RPG has been inspired by the dynamic characters and stories found in Japanese animation. Comedy or horror, fantasy or science fiction. The game emphasizes roleplaying rather than numbers and charts. Additionally, character creation can take less than ten minutes, and offers characters magic, mechs, pistols, heightened abilities, unique artifacts, etc. With amazing art, easy to follow flow charts, concise tables. \$25.00

Big Robots, Cool Starships Contains the necessary mechanics to run a media-heavy campaign featuring the exploits of angst-ridden robot pilots, sleek combat borgs, bold starship captains, plus design rules. \$30.00

Blood of Heroes

BLOOD OF HEROES RPG A superhero and villain roleplaying game. The simple yet adaptable game system is fun and easy to learn, with a quickstart section to teach you the simple mechanics. Tired of playing Goody-Two-Shoes? This game features new rules for playing and anti-heroes. Choose from one of over 100 illustrated characters or create your own. Over 150 super powers. 350 pages. \$46.00

Sidexick Sourcebook With new characters and campaign ideas, starter scenarios, 25 new powers, new rules, revised & updated rules, gadgetry. \$37.00

Blue Planet

BLUE PLANET RPG Set in the year 2199, on a water planet called Posidon, this game is a beautiful, and credible, extrapolation of the future: results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Posidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenoscience. "Long Jong, Meanwhile, in the depths of Posidon's oceans, the natives of the world pursue their own mysterious goals. 340pp. \$45.00

Access Denied With a GM Screen, 28 new adventure hooks, a cross-referenced index, expanded character generation guide, major settlement reference data, a complete intercontinent distance chart, damage tables. **\$30.00**

Blue Planet: Archipelago The largest and most heavily settled group of islands on the world of Posidon. This is a frontier survival guide, with detailed maps, ship descriptions, key groups and conflicts, latest rumors, clues, plot lines, thirteen famous and infamous personalities, etc. **\$30.00**

Brave New World

Brave New World RPG "Ask not what your country can do for you. Ask what your country can do TO you." That's life if you're part of the Defiance, a loosely organized band of superpowered freedom fighters that's America's last, best hope for restoring democracy to the battered country. The American dream is dead. Welcome to the American nightmare. People with the powers of gods walk the earth. The thing most people are scared of is you. 224 pages with 64 in color, and a mini-comic. By PEG Hardcover. **\$55.00**

Power Shield GM Screen plus a 48 page adventure. A serial killer is hunting down young delinquents. Defiance is being blamed for the murders. Now you have to find and stop this Ripper, without being killed yourself. **\$28.00**

Ravaged Planet Take a tour of a world battered almost to helplessness by its superpowered delinquents and the panic they inspire in the general populace. Visit America - Chicago is gone, Atlanta is radioactive ash, Manhattan is a warzone. 10 brand new power packages and the Covenant Faction. **\$46.00**

Bubblegum Crisis

BUBBLEGUM CRISIS RPG Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powerful armor to protect MegaTokyo from the Boomers. MegaTokyo's help comes from The Knight Sabers, a mysterious team of vigilantes equipped with hard suits and robotic motorcycles. **\$40.00**

Bubblegum Crisis: Before & After Details the events, characters and equipment from the two spin-off series from BGC, AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine, and Bubblegum Crash, set after BGC, where amidst a sea of robots and androids, the ultimate evil is back. **\$28.95**

Bubblegum Crisis EX Has a heap of stuff not in the anime series, including 3 new battlemoves, 5 new motorcycles, 7 new power suits, 7 new motoviles, hard suits and mods, new weapons, 24 new boomers, etc. **\$25.50**

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

Call of Cthulhu 5th Edition The Great Old Ones ruled the earth aeons before the rise of man. Remains of their cyclopean cities can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frozen wastes of the polar continents. Originally they came to this world from the stars. Now they sleep - some deep within the earth, and others beneath the sea. A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining history timeline, an illustrated bestiary. **\$57.00**

A Cthulhu Mythos Bibliography and concordance that catalogs one work at a time, the works of the various writers who have written about the Cthulhu Mythos. More than 2,600 works cited by author. **\$50.00**

A Guide to the Cthulhu Cult Sifts through the ashes of history and discovers much of interest to the Cthulhu scholar. Shocking in its revelations, this book has been waited for by Cthulhu scholars & dreading by cultists. **\$18.50**

A Resection of Time A 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash turned fatal. When certain medical irregularities became apparent, the investigators end up travelling across the 1990s America until they reach ancient Mesopotamia. **\$20.00**

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organization hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **\$30.00**

Beyond the Mountains of Madness Over 430 impressive pages of pure adventure as you lead a new expedition into the frozen antarctic. How credible were the Miskatonic University reports of fossilised remains of ancient life forms pre-dating all known terrestrial life? Heaps of source material. **\$75.00**

Antarctic Expedition Pack An expansion for the above. Includes handouts such as a 2 panel GM screen, a cap jacket patch, 12 pages of double sided newspaper clippings, 4 boarding passes, narrative, 2-color 16x20" map of Antarctica, and various other handouts. **\$30.00**

Cuddly Cthulhu A stuffed toy of the Cthulhu monster. October. **\$30.00**

The Complete Dreamlands Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams: a travelogue of the Dreamlands, a huge gazetteer, statistics for over 30 prominent NPCs, a bestiary of over 60 monsters, a map, two adventures, 100 pages of background information. **\$37.50**

The Creature Companion This collection of over 100 creatures is a must for any Keeper. It contains all the game statistics for each monster, as well as a travelogue of additional detail from the famed Mythos explorer Sir Hansen Poplar. Contains most of the material from Ye Book of Monsters I & II. **\$40.00**

Day of the Beast Originally published as *The Fungi From Yuggoth*, this revised, new edition also has 50 pages of new material including three totally new adventures. Set in 1927, the investigators must travel to four continents and the planet Caelano. **\$33.95**

Dead Reckonings An anthology of scenarios set in mysterious New England. Set in Arkham, Dunwich, and the small village of Martin's Beach, these adventures span the spectrum of terror. Herein the dead walk, shadowy cults clash with monstrous forces, and an abomination awaits rebirth into something worse. **\$25.50**

Delta Green Countdown Over 420 pages! The countdown to the apocalyptic has begun. Brace yourself for the final world war - the insects from Shoggoth, the UKs mutant, the unknown, the Army of the 3rd Evil, the terrorists fight alien invaders, traditionalist ghouls fight heretic ghouls etc. **\$75.00**

Encyclopedia Cthulhiana 2nd Ed This 2nd Ed reference guide has been expanded and revised. New features include new entries, thumbnail illustrations of the most important signs & symbols, a timeline of the Cthulhu Mythos, etc. **\$27.00**

Horror's Heart This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Laviolette family of Montreal and learn what horrors them, and glimpse a strange cult that thrives in Quebec. **\$22.00**

Before the Fall Innsmouth Adventures Prior to the Great Raid of 1928. Hidden in the fallen buildings, under the silted harbor, and behind the faces of the sullen inhabitants lie secrets, malign and evil. **\$22.00**

Last Rites Four new challenging horror adventures for today. A book of wretched poetry, an incantation summoning a Satanic coven, and a house where bad things happen. Dangerous adventures! *Due Sept.* **\$27.50**

Mortal Coils A new anthology of eight scenarios from Pagan Publishing. Inside is a diverse group of noisome terror ranging from surreal horror to violent action, including a murdered professor, a pair of missing brothers, a mad game made in Kentucky, a strange kidnapping, etc. **\$39.00**

No Man's Land The setting is WWI, the Ardennes Forest. You are members of the famous Lost Battalion, confronted by German soldiers & something evil and inhuman that lurks beneath the forest floor. **\$27.00**

Nocturnum: Long Shades By Fantasy Flight. The Nocturnum campaign introduces a new alien evil to your *Call of Cthulhu* game. This first book contains a wealth of background material on this malignant new force, as well as three complete adventures. This is a post-modern setting. **\$34.00**

Nocturnum: Hollow Winds By Fantasy Flight. Part 2. Contains an in-depth examination of this inhuman threat and its apocalyptic plans. **\$34.00**

Nocturnum: Deep Secrets By Fantasy Flight. Part 3. The players find themselves at the brink of insanity that lingers at the end of the world. At the eve of destruction they make their way to their final destination, only to find that everything they know is wrong. **\$37.00**

Secrets Secrets that have been allowed to fester and darken in the shadows. This Night Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experienced investigators. Handouts and maps. **\$15.00**

Taint of Madness Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. **\$32.50**

The 1920s Investigator's Companion Split into four sections. The Roaring Twenties which details life in that period. On Becoming an Investigator which offers 140 different occupations and uses of skills. The Tools of the Trade including various forms of transportation, investigators' equipment and guns. Words of Wisdom - advice to the investigator on how to survive. **\$32.50**

The Bermuda Triangle 1990s sourcebook. What secrets lie within the Devil's Triangle? Why was the Mary Celeste abandoned after it passed through Triangle's waters? What caused the disappearance of an entire flight of Avengers in 1945? This is a guidebook to the entire Caribbean region, and has heaps of hard facts & Cthulhu ideas about the Bermuda Triangle. **\$30.00**

The Book of Dzyan Non-fiction. This is a discussion of Blavatsky's mysterious Book of Dzyan, the heart of the secret books of Kie-Te, once known only to Tibetan mystics. *Due Nov.* **\$24.00**

The Compact Arkham Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tones of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. **\$15.00**

The Compact Trail of Tsathogua When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the saquatch legend. **\$15.00**

The Dreaming Stone Set in the Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kiod, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late? **\$20.00**

The Dream Quest of Unknown Kadath Set of five comics presenting an illustrated version of H.P. Lovecraft's famous Dream cycle novella adapted and illustrated by Jason Thompson. The reader journeys with Randolph Carter through enchanted woods, perfumed jungles, haunted seas, the dreaded underworld, to the dark side of the moon, beautiful Leng, and finally to Unknown Kadath. **\$26.00**

The New Orleans Guidebook New Orleans in the 1920's is a city of many faces. The ghost of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. **\$29.00**

The Realm of Shadows A 1940s campaign by Pagan Publishing. Has source material on ghouls, the Cult of the Chamel god, and the notorious Cultes des Goules, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. **\$35.50**

Utatti Asfet A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight", set in the 1990s. **\$35.50**

Ye Book of Monsters II Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, elder gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. **\$20.00**

CTHULHU MYTHOS ANTHOLOGIES

1. **The Hastur Cycle** A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. **\$17.50**

2. **Mysteries of the Worm** 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. **\$18.50**

3. **Cthulhu's Heirs** New collection of tales, modern authors follow in the spooky footsteps of Lovecraft & pals. **\$18.50**

5. **The Book of Iod** Thirteen short stories by Henry Kuttner, friend of Lovecraft and Burroughs. **\$18.50**

6. **The Azathoth Cycle** Thirteen horror tales concerning the ultimate chaos, a god that created the universe by mistake, or as a joke. **\$18.50**

7. **Made in Goatswood** 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. **\$18.50**

8. **The Dunwich Cycle** 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. Places that shelter horrors from truth. **\$18.50**

9. **The Disciples of Cthulhu** The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. **\$18.50**

10. **The Cthulhu Cycle** The latest collection of tales from the Cthulhu Mythos, this one starting the great tentacle monstrosity himself. **\$18.50**

11. **The Necronomicon** Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. **\$21.00**

12. **Xothic Legends** Complete The complete Mythos fiction of Lin Carter. **\$18.50**

13. **Nyarlathep** The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. **\$18.50**

14. **Singers of Strange Songs** Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr. Lumley. **\$22.00**

15. **Scroll of Thoth** Twelve tales of the Cthulhu mythos by Richard L. Tierney. All focusing upon Simon Magus and the Great Old Ones. **\$22.00**

16. **The Complete Pegana** Newly set versions of Dunsany's first two books, Gods of Pegana and Time and the Gods. **\$22.00**

17. **The Innsmouth Cycle** The Taint of the Deep Ones in 13 tales, including the spectre of nuclear weapons, a Freedom of Information Act searching the government coverup of Innsmouth. **\$24.00**

18. **Tales of Innsmouth** A short story hangs over Innsmouth, home of the mysterious deep ones and the secretive Esoteric Order of the Dagon. An air of mystery and fear looms... waiting. *Nov.* **\$22.00**

19. **The Book of Eibon** A tome so ancient that it was originally written in the Hyperborean language, long before Atlantis. *Dec.* **\$22.00**

20. **Nightmare's Disciple** This first full-length Cthulhu novel contains a wealth of terror. About an insane cultist in New York who is bent on freeing a monstrous god from imprisonment. Opposing him is detective Christopher James Stewart. Set in the modern world, mature readers only. **\$26.00**

21. **The Itzhaque Cycle** Includes 13 tales related to Itzhaque, the elusive and utterly supernatural Wind-Walker of the Icy Wastes. **\$24.00**

22. **Alien Intelligence: Delta Green** By Pagan Publishing. Eight tales of cosmic horror and personal apocalypse, as the agents of Delta Green, now working without any government support, continue to fight against the sides of darkness. **\$20.00**

23. **The Antarktos Cycle** Tales of horror and wonder at the ends of the Earth. With The Mountains of Madness and other chilling tales of terror, set in the frozen wastes of Antarctica. *572 pages!* **\$37.00**

24. **The Yellow Sign & Other Tales** 600 pages being the entire body of Robert W. Chambers' weird fiction work. *Due Dec.* **\$37.00**

Champions

Champions has been sold to Hero Games by R. Talsorian Games.

CHAMPIONS: The New Millennium SUPER HEROES The world of flying super heroes and super villains. By R. Talsorian Games & Hero Games. With 200 pages, 16 in color, this all new edition of Champions features the new combined HERO/RTG system, FUZION, the Old Champions are all dead, but their enemies now prey on the world. Dr. Destroyer, Black Paladin, Mechadon, Bane, to name a few, are bigger and badder than ever. One you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero you want to create, and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new

Champions and their enemies, history, organisations. Bay City. **\$42.50**

Champions: Alliances You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. **\$23.50**

Champions: Bay City Information on Bay City, where some of the greatest heroes and harshest villains on Earth call it home - it's the paranormal capital of the world. Details regions, neighborhoods, 30 hot spots, 20 new heroes and villains, new powers, etc. **\$34.00**

Champions Worldwide Key cities like London, Paris, Rome, Cairo, Hong Kong and more are detailed as a tightly woven series of stories takes the heroes on a worldwide quest. New villains, new cities. *Due Nov.* **\$34.00**

New Bedlam Asylum Dark Champions series. Takes you on a descent into madness, as you journey through the inferno of the psyche. A complete sourcebook of a very twisted setting for any modern or near-modern game, including Champions and Dark Champions. *Due Nov.* **\$47.50**

San Angelo City of Heroes A city where anything is possible. Where heroes have the power to fly, to become living flame, or have inhuman strength. A city where heroes use these powers to fight crime, protect the innocent. **\$45.00**

Enemies of San Angelo Without evil, there can be no good. Without darkness, no light. Welcome to the dark side of San Angelo. Thieves, killers, criminals for hire, villains of all kinds, with all kinds of superpowers. **\$30.00**

The Ultimate Martial Artist 2nd Ed All the real-world martial arts plus many fictional styles, over 100 in all. Lets you create your own martial art styles, also martial arts weapons. *Due Dec.* **\$47.50**

Changeling

CHANGELING: THE DREAMING 2nd Ed RPG The last name White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Witch. Enter into the realm of modern fantasy! Here fierce knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filled with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive slugh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 294 color pages. **\$54.00**

Changeling Dice Ten D10 die bag. **\$14.00**

Changeling Player's Guide Here you learn new secrets behind the origins of the nine kits. Discover the 13th kit of the Nunachi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. **\$37.50**

Changeling Storytellers Guide Clarifications of existing rules, guidelines for maximizing use of chimer in your game, a complete FAQ list, & expanded rules for diceless roleplaying. **\$33.00**

Changeling Storytellers Screen 2nd Ed Screen containing all the most useful charts, an introduction to the crossover rules. **\$25.50**

Dreams and Nightmares Enter the world of myth and dreams. Many changelings venture into the Dreaming in search of their nearly forgotten paradise, Arcadia. Others come here in search of treasures and Dream stuff, others for adventure. **\$27.00**

Freeholds & Hidden Glens Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countryside across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellings of Glamor still exist today. Explore these freeholds. **\$25.50**

Immortal Eyes: The Toybox San Francisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. **\$25.50**

Immortal Eyes: Shadows on the Hill Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches, Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. **\$10.00**

Immortal Eyes: Court of All Kings The Emerald Isle, Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Sivler's Gate, the last gate to Arcadia - hidden along the island's rocky shores. **\$25.50**

Inanimes: The Secret Way The few remaining vessels of the Dreaming endure in the hidden corners and secret enclaves of the world, remembering, as best they can, the lost days. They are the Inanimes, the last children of the Great Slow Empires that now sprawl across the Earth in mute, immobile ruins. Sourcebook. **\$32.00**

Isle of the Mighty Journey to a land of ancient magics and hidden wonders - the Isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both magics and Kithain. **\$37.50**

Kithbook: Nockers Although nocker creations are highly prized among the kingdoms of the Kithain, most changelings bear little love for these dour and foul-mouthed tinkers. So brusque is nocker personality that few take time to get to know them. **\$20.00**

Kithbook: Pooka Pooka are simple pranksters, with a charm that cracks a smile across faces of stone. Yet they hide their true intentions, intentions that outsiders rarely see and never fully understand. 96 pages. **\$30.00**

Kithbook: Satyrs Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. With a complete history from their origins in ancient Greece to the modern day, new merits, flaws, and treasures are fully available to serve. **\$25.50**

Kithbook: Sluagh Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae, but beware, there are some secrets best not learned. **\$20.00**

Kithbook: Trolls Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon the protectors of fae kind. But once the trolls ruled the kingdoms of the fae, and may be will again one day, for now the trolls continue their silent vigil - watching, waiting. **\$20.00**

Kingdom of Willows The tranquil South holds the promise of endless summer for the Kithain of Concordia. But promises fade, dissolved by unseen rivalries and dark despotic dreams. Beneath the gilded mask of Southern Hospitality, a madman's ambition gnaws at the heart of the land. Amid a flurry of hopes and dreams, High King David and his new queen, Faerilyth, begin a grand tour of Concordia in King Melige's realm. Then disaster strikes. **\$30.00**

Land of Eight Million Dreams Details an entirely new setting - China, a land where divided by both form and court, the hien (changelings) struggle to survive in a world of mortals who have turned their backs on the spirit, and a world where other supernatural beings would destroy them. **\$32.00**

Noblesse Oblige: The Book of Houses Since the Mythic Age, the noble houses have been hailed as the leaders of the fae. Though most know only a little of these houses, few truly understand them. Finally, here is a discourse on the five most powerful houses. **\$30.00**

Pour L'Armor et Liberté: The Book of Houses II Complete guide to the Unsleel Houses: Ailil, Baran and Leucalhan. New treasures, merits and flaws, and even a new Art. Insights into the plans of the Unsleel Court, and how it plans to deal with the missing High King. **\$40.00**

The Enchanted Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. **\$25.50**

The Year of the Reckoning Series

Fool's Luck The Way of the Commoner. Some commoners, especially those connected to the Shadow Court, resent noble rule. Now that the High King is missing, nothing stands in the way of revolution. With a complete history of the commoner Kithain, new merits, flaws and treasures, two new kits, etc. **\$27.00**

CHANGELING NOVELS

1. The Splendor Falls

Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? **\$10.00**

Immortal Eyes Trilogy

2. **Shadows on the Hill** The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they escape him? **\$10.00**

3. **Court of All Kings** One of the Changelings' own has betrayed them. Now he sails for Inland, ancient home of the sidhe, accompanied by the Forsworn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining outcasts must follow in search of the 4th and final Eystone. **\$10.00**

Chivalry & Sorcery

MEDIEVAL FANTASY One of the all-time classic medieval role playing games, now in its 3rd Edition. By Highlander Designs. **\$37.00**

CHIVALRY & SORCERY This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillbase system which allows any character to develop any skill; there are over 250 skills, a new Cnt Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven magic vocations, heaps of spells, rules for creating magical devices, over 175 magical items, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. **\$37.00**

CHIVALRY & SORCERY LIGHT A complete stand-alone product which also stands as an introduction to more advanced Chivalry & Sorcery roleplaying. All C&S material can be used with this book. Covers character creation, skills, combat, magic, monsters, etc. 40 pages. **\$18.50**

Anderia Further explore the world introduced in The Dragon Reaches of Marakush. Enter the region of Anderia, partake of the lush and verdant geography, marvel at the inhabitants and their politics. **\$30.00**

Chivalry & Sorcery GM's Handbook All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete Fantasy setting, including map. **\$33.00**

Chivalry & Sorcery GM's Shield Your typical GM screen as well as a 16 page booklet with a scenario guide and seven new magical devices of power. **\$18.50**

Creatures Bestiary Hundreds of creatures, animals and monsters, demons, dragons, giants, fairies, trolls, undead, etc. Pictures for each, and heaps of variants on most creatures, new rules for monsters and flying creatures. **\$44.00**

Magical Devices A little booklet of eleven Devices of Power that GMs can place in their campaign world, plus expanded rules for creating devices. **\$2.00**

Stormwatch Your party has been charged with creating a buffer zone between the nation of Elb and the advancing Orc horde. For 4-8 characters of 1st to 3rd level. With eight character cards. **\$15.00**

The Black Dragon Reaches of Marakush Sourcebook that presents a complete fantasy world, including an overall history, wide range of different settings, races, religion, magic, languages, currency, gazetteer, timeline, social background tables, new creatures and technology levels. **\$27.00**

Conspiracy X

CONSPIRACY X RPG Based heavily on the X-Files. By New Millennium Entertainment. Your work for a secret US government organisation. Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments. In building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychics, etc, so right from the start your work is cut out for you. 224 profusely illustrated pages. **\$51.00**

Abduction Card Game You've been abducted by aliens. Be the first to escape, and the others had better not get in the way. With 72 cards and easy-to-learn rules, for 2-4 players, 20 minutes per game, and an ever-changing play layout makes each game unique from the last. Looks cute. **\$16.00**

Aegis Handbook You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the newest equipment. Details how to conduct investigations & cover-ups. 160 pages. **\$42.50**

Area 51 Campaign boxed set revealing the secrets of Aegis Prime and the top secret facilities at the Nellis Gunnery Range in Nevada including Groovy Bay Lake Research Facility known as Area 51. Includes handouts, etc. **\$65.00**

Atlantis Rising The most human of all aliens, the Atlanteans may be humanity's greatest enemy or our only hope. Immortal, invulnerable, possessed of astounding technology, they sit astride the pinnacle that mankind hopes one day to achieve. With history, culture, nanotechnology, NPCs, adventures. **\$32.00**

Bodyguard of Lies I: Psi Wars Using nightmares as weapons, the enemy threatens to drive the most powerful among us insane. Includes an adventure pitting your agents against this terrifying psychological menace, new weapons and vehicle stats, hazardous materials, etc. **\$28.50**

Bodyguard of Lies 2: Mokole Strange creatures haunt the depths of the swamp, looking half human, half alligator. Legends tell of the Guardian Mokole, who protects the swamp against despoilers. Is it an alien or a supernatural terror? Includes adventure, story, rules, etc. **\$28.50**

Bodyguard of Lies 3: Synergy The investigation continues, suggesting a dangerous amalgamation of alien technologies by the dreaded Black Book. Also explores over 70 toxins, natural and man-made, in detail. Includes tale. **\$29.95**

Conspiracy X Game Master's Screen GMs Screen filled with easy reference charts and tables. Also has 48 page booklet detailing a pre-generated AEGIS team with complete bios, stats, & cell info. Also a mission. **\$27.00**

Cryptozoology Cryptozoology is the study of unknown terrestrial lifeforms. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yeti, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations, the Royal Cryptozoology Society & Titandae. **\$32.00**

Exodus: Saurian Sourcebook 65 million years ago they fought a war on the Earth so devastating that it nearly destroyed the world and everything on it. Those who survived fled to the stars, looking for a new home. Now they are back amongst us, hiding their reptilian forms under false human flesh, and many more are on the way here. The true battle will soon begin. Has their technology, history, culture, spacetech, eight nations, etc. **\$33.00**

Forsaken Rites The supernatural sourcebook. Has new descriptions of incarnate, ghosts, demons, and other supernatural beings. An extensive grimoire of rituals, a history of magic. New rules for using rituals, exploring supernatural sites, and battling corruption. A full adventure. **\$28.50**

Nemesis: The Grey Sourcebook Thousands have reported seeing flying saucers and little grey aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now. This book explains all. **\$30.00**

Shadows of the Mind Using psychics as pawns in its struggle for world domination, Aegis has created several successful programs to develop and utilize psychic powers, all of which were hidden behind masks and secrecy. Develop the governments horrific experiments, the Soviet connection, mind control technologies, etc. **\$32.00**

Sub Rosa The Conspiracy Creation Sourcebook. Has several new conspiracy types, how they operate, who they recruit, and how to play them. Shows you how to create any conspiracy that you can imagine. Also details the groups Church of Cool, Directorate X, PUPPET, Over 150 pulling strings. **\$37.00**

The Hand Unseen The Black Book Sourcebook. Takes players inside Aegis' major rival. Learn the secrets, ranks, influence, power & equipment of the Black Book. Take part in their noble and desperate fight. **\$37.00**

Corps

CORPS RPG By BTRC. A complete generic RPG that lets you do what you want to do. Simple rules you can remember. Dice you don't have to use. From swords to robotics, magic to machine guns, past, present, future. **\$37.00**

Cyberpunk

SCI-FI A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. By R. Talsorian Games. **\$37.00**

CYBERPUNK 2nd Edition R. Talsorian Games have finally reprinted the 2nd Ed Cyberpunk roleplaying game, which has been out of print for months. (It could be another year before we see a 3rd Edition.) **\$42.00**

Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boogstanger is pointing a handgun or a bazooka at you. **\$13.50**

Chromebook 3/4 At last! Chromebooks 3 & 4 have been compiled and released in this publication. Features cyberware, tech gear & electronics: personal computers, vehicles, software, bioware, fashion, power armor, cyberpets, full body bogs, cyberclothes, etc! **\$40.00**

Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. **\$16.95**

Edgerunners Inc. Wanted! Talented individuals possessing high-tech weapons and grey brain capacity for cybernetic bodyguarding, asset acquisition, smuggling, investigation, demolitions, code-cracking, repositioning, damaging corporate property, and engagement in other profitable but only remotely legal operations. **\$20.00**

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2x3" map of the USA with all major cities, cardstock vehicle plans, business cards, clues. **\$30.00**

Live and Direct In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. **\$20.00**

Neo Tribes In 2020s America, the Urban Spravls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. **\$20.00**

Rache Bartmoss' Brainware Blowout Like Blackhand's Weapons, this book gathers and presents all the software, cybermonsters, and computers from all Cyberpunk books. Also starts from all the new stuff in the Netrunner Trading Card game. Tons of illustrations! **\$23.50**

Solo of Fortune II 96 pages including America's top ten solos, the latest in walking weapons and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lists of interviews, info behind the iron curtain, South America, etc. **\$23.50**

Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bro, specialising types of fixers, eg. lowlife Leeches, Go-Betweens, create your own 'organisations', etc. **\$20.00**

When Gravity Falls Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger. **\$20.00**

Unofficial Cyberpunk Novel

The Protector Written in Australia, takes place in Tasmania and Victoria, where Russell Thompson, expert computer hacker, works as the Protector, defending AusTechnic's datastores from corporate raiders. **Due March '93 \$13.00**

Dark Conspiracy

DARK CONSPIRACY 2nd Ed Referee's Guide Shapes that rip and tear. Shadows that live in corners. Windows in space and time that clad to realms of madness and decay. A dark, lurking horror that feeds off the echoing anguish of a billion souls. When an ancient, brooding evil is released from its dimensional prison, humanity's worst nightmares come to life. Set in the near future - can you turn back the forces of darkness? Contains material from the previous version of the main RPG, Dark Races and Proto-Dimensions, a large section on new dimensions to explore, and adventures. **\$35.00**

Dark Conspiracy 2nd Ed Player's Handbook A new dark age has come, and the world desperately needs new heroes. This player's handbook contains all the rules to create and run characters in the world of Dark Conspiracy, including material from the previously released game, Dark Tech and Empathic Sourcebook. Has revised character sheets, an expanded equipment list, and empathic abilities section. **\$35.00**

Dark Conspiracy 2nd Referee's Screen Typical GM screen plus a 48 page adventures taken from Ice Daemon and Nightstider. **\$33.00**

Dark Rumors Vol 1 20 adventures. Characters must make a mystic trip to Moscow for the knowledge needed to save New Breshaw. Then characters must search for a 1,000 year old wizard and his talisman. **Due Nov. \$38.00**

Dark Rumors Vol 2 20 adventures. In New Orleans, people are disappearing, and something in the swamps north of the city is responsible. In Hellgate, characters travel beyond the asteroid belt to unlock a gate to hell. Life is about to become terrifying! **Due Dec. \$38.00**

Dark Town

DARK TOWN RPG Nothing is ever certain, except the end. For all time, the powers of magic, religion and science have ruled supreme over the universe. Now, this cycle is preparing to come to end, but it also marks a new beginning. It is your job to save the world from a dark, Neo-dark age and help rebuild the new world. Suggested for mature readers only. **\$30.00**

Deadlands: Weird West

DEADLANDS: The Weird West RPG The Wild West in the 1870s USA, but with many differences - one being that Chulthul has visited the game! By Pinnacle Entertainment. The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hellbending Hucksters, Mad Scientists armed with weird, steam-punk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Chulthul monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends. **\$55.00**

Back East: North 128 page sourcebook describing the mean streets of the 'stupidized North. Visit Washington DC, take a train to New York, go to 'elphalia to investigate the Masonic Conspiracy, even to Boston. **\$37.00**

Back East: South Journey to Richmond to find out why it is called The City of Graves. Visit the frontlines of Northern Virginia, to the hidden dangers of Florida's Everglades. Go to Carolinas, where witches & giants stalk. **\$37.00**

Bloody Ol' Muddy The builders of the ancient, mysterious mound city of Cahokia, on the Mississippi River, have returned from a journey that's taken them outside the boundaries of time itself. They plan to destroy the world. **\$18.50**

Boontowns This boxed set has 16 extra-thick, full color, double sided map tiles, to help you build your boontown. The maps are also in scale for the Deadlands minis. Also a 64 page book with guides to the maps, four fully-fledged boontowns, a copy of Marshal's Log, etc. **\$55.00**

City O' Gloom This boxed set covers the area in and around what was once Salt Lake City. Includes 128 page sourcebook which covers the history and current state of affairs, 32 page digest on augmentations of the human body, 32 page book of new hexes, a complete popular bloodsport game, full color two sided poster map, card pieces for the game, and card inserts. **\$55.00**

Deadlands: I-SHIRT XL T-shirt saying *I Am the Law*. **\$32.00**

Deadlands: The Weird West Player's Guide Everything you need to create your own heroic Western heroes. With 22 full color archetypes, a tour of the weird west, and clues to defeating the bad guys. **\$46.00**

Devil's Tower Part 1: The Road to Hell A chain of events begins unfolding in *City O' Gloom* that will change the Weird West forever, beginning with the murder of some of Professor Darius Hellstromme's scientists. Can be played with *City* or by itself. **\$19.00**

Devil's Tower Part 2: Heart O' Darkness The jewel named Heart O' Darkness is apparently in the impenetrable prison fortress on Rock Island. Can you break into the prison? **\$19.00**

Doomtown or Bust Now the city famous by the CCG, is covered in detail by this sourcebook. Gomorra stands out as a hotbed of greed, violence and intrigue. 144 pages, covering the people, places, things, secrets, etc. **\$37.00**

Fire & Brimstone Rules for how to play blessed folks from many major faiths, from Bible-thumping Christians to enigmatic Buddhists. There are also more than 60 miracles for the faithful, two dozen all-new gifts, etc. **\$36.00**

Fortress of Fear No one gets out of Devil's Tower alive. Of course, there are exceptions to every rule. This boxed set has a 96 page adventure book, a 32 page book detailing the mysterious crossbreeds, their alien technologies, and other dangers of the Tower, plus maps. **\$55.00**

Ghost Dancers Packed with everything you need to play Indians. It's got new Edges, Hindrances, Knacks and gear. 40 shamanic favors & 15 rituals. Notes on the differences between tribes, six kinds of shamanic medicine. **\$20.00**

Hucksters & Hexes Hucksters draw their knowledge of magic from cryptic codes scattered through *Hoyle's Book of Games*. Reveals *Hoyle's* secrets and 100 new hexes & arcane lore. **\$35.00**

Law Dogs Blam! Blam! "Stop or I'll shoot!" Shoot first and ask questions later - if the thing you shot is still twitching. This is the sourcebook for the lawmen of the Wild West, with over 100 guns, rules for hellbenders, updates to the combat system, etc. **\$37.00**

Lost Angels The City of Lost Angels is in the centre of the Maze - all that is left of California, which was tossed into the sea in 1868. Details the surface and secrets of the city, patchwork science, a wild adventure, etc. **\$37.00**

Marshal's Handbook Gamemaster's guide to the Weird West. With heaps of nasty critters, find out what the manitous are up to, find ways to torment *Hoyle's* mad scientists, find out how to use *Hoyle's* horrid handiwork, an all new adventure, how to keep players interested, etc. Hardback book. **\$46.00**

Marshal Law Revised Your typical GM screen and two all new yams check full of horrific secrets guaranteed to send shivers down your hero's spine! Also a new character sheet. **\$25.50**

Rascals, Varmints & Critters Over 50 kinds of things you'd maybe rather not run into on a moonless night (or at any other time, for that matter). Also new rules for animal sidekicks, new facts on undead, dozens of adventure hooks, etc. **\$38.00**

River O' Blood A boxed set about the lower Mississippi river region. Covers the war on the river, St. Louis, New Madrid, river pirates, disease, the law, cities of the dead, new spells, the boats, etc. With a 128 page sourcebook, map, and two 32 page digests, one with a complete adventure. **\$54.00**

Smith & Robards Mad scientists and their weird gizmos are the focus of this book done in the spirit of a fantasy catalog. Traditional weapons and elixirs, omithopods, submersible boats, steam tanks, and other fantastic devices. **\$36.00**

South O' The Border To the south lies every Texas Ranger's favorite enemy - Mexico! 128 page sourcebook of a land of peasant farmers, savage bandits, Mexican army patrols, and strange Aztec rituals. **Nov. \$37.00**

Tales O' Terror: 1877 Advances the Deadlands timeline one year. Heaps of detail about the current state of affairs in War Between the States, the Great Rail Wars, presenting heaps of mysteries. Also new rules for hexes and Marshals, etc. **\$38.00**

The Book of the Dead Draws back the curtain of death and reveals the secrets of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has looked into each of their souls, keeping them from nightful rest. **\$36.00**

The Great Maze In 1864 massive earthquake dropped California into the sea, leaving behind a shattered landscape of water-filled channels and canyons, and huge deposits of gold and ghost rock. This boxed set contains everything you need to know about this area, including the City of Lost Angels. With a 128 page sourcebook, 32 page rulebook, 32 page adventure book, maps, etc. **\$55.00**

The Quick & the Dead The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posers and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book. **\$47.50**

Twisted Tales This here book's got space in it for you to record your posse's wanderings in the Weird West, plus there's a deluxe character record sheet, and rules for giving faithful writers a bonus for their efforts. **\$8.50**

DIME NOVELS

Night Train Our undead gunslingers next adventure finds him in the town of Vamey Flats just as the ominous Night Train rolls into town. This is the third Dime novel, including an adventure. **\$8.50**

Strange Bedfellows The fourth Dime novel. Ronan Lynch doesn't know what's in store for him when he checks out that mysterious Wasatch camp basking in the light of the full moon. But it's more than he bargained for. **\$8.50**

Savage Passage Ronan and his werewolf companions attempt to foil the plans of the nefarious Doctor Hellstromme, who is planning to destroy the Garon's sacred caern. Includes rules for converting characters from Deadlands to Werewolf: Wild West. **\$9.00**

Ground Zero Ronan Lynch's friends are in the worst spot of their lives. Not only have they failed to stop Billy Stormwalker from destroying a sacred caern in the Savage West, but they've lost Ronan to an evil manitou. **\$8.50**

The Forbidden God What is an ancient Spanish galleon doing in the center of the salt flat? Why is it still inhabited by undead Spanish soldiers? It is up to Ronan to solve this mystery, which also includes the Forbidden God. **\$9.50**

Adios, A-Mi-Go! Ronan and his bunch find themselves up against the Chulthul Mythos as time and space are bent all to Hell. **\$9.50**

Skinner's Some-one on board a riverboat is skinning the passengers one by one - and Ronan is on that boat! Can he solve the mystery? **\$9.50**

Worms Ronan teams up with Texas Ranger Hank 'One Eye' Ketchum to save a town plagued by Mojave rattlers. 64 pages. **Due Nov. \$18.50**

Anthologies with No Names

A Firstful o' Dead Guys Eleven twisted tales of the Old West by some of the top names in adventure fiction, including Mike Stackpole. **\$18.50**

For a Few Dead Guys More Eleven more twisted tales of the Old West including second parts to the stories 'Hate' and 'Head Games'. **\$18.50**

The Good, the Bad, and the Dead Eleven more twisted tales of the Old West including the conclusions to the stories 'Hate' & 'Head Games'. **\$18.50**

Deadlands Hell on Earth

Futuristic Wild West The horrific and fantastic Wild West in the 2090s USA! By Pinnacle Entertainment. **\$37.00**

DEADLANDS: HELL ON EARTH RPG The year is 2094 AD, but the future is not our own. The Last War ended 13 years ago when the supernatural doomsday bombs fell, killing billions and terrorizing the world into a vast Deadland, allowing the mysterious and powerful Reckoners to manifest in the flesh. These unholy beings rampaged across the Wasted West, decimating the survivors of the Apocalypse. The cities shudder beneath still howling storms. In this complete RPG, players take on the roles of raddling Doomsayers, Law Dogs, brain-burning psycrims, righteous Templars, scavenging junkies, or simply gun-toting survivors. This is a hardcore edition. **\$57.00**

Brainburners Sourcebook on the sykers of the Wasted West. Reveals their darkest secrets, 40 new powers, new Edges, new Hinderances, even high-tech devices and weaponry. Also a full length adventure. 128 pages. **\$37.00**

Children of the Atom Explores the secrets of the Doomsayers, both the original cultists & the enlightened Schismatics. New gear, edges, etc. **\$37.00**

Cyborgs During the last war the bodies of many good soldiers never reached the morgue, but became the Harrowed, the living dead, implanted with state-of-the-art weapons and electronics to become the ultimate killing machines. Has complete rules for running cyborgs, 70 new cyborg systems, 128 pages. **\$37.00**

Hell or High Water Life in the Mississippi Delta is real hard, with roving undead minions from the Necropolis within spitting distance. And somewhere out in the swampy swamps, a great evil has been awakened. **\$18.00**

Monsters, Muties & Misfits Lots of mighty odd critters are packed into the pages of this sourcebook. *Due Nov.* **\$37.00**

Radiation Screen The typical GM screen plus full length adventure called *Apocalypse Now!* where the characters have to find an irradiated ghost-rock bomb. Also has character sheets. **\$28.50**

Road Warriors Details those who wander the remaining highways of the 2094 Wasted West. New rules for car-chase combats, 20 different types of vehicles plus all sorts of gadgets to equip them with. **\$37.00**

Something About A Sword Sends the heroes on a quest for a sword - a relic of great power that the Reckoners are desperate to obtain. **\$18.50**

Toxic Tales Contains a deluxe character record, and 50 pages of space to write down your posse's own adventures. **\$9.50**

Toxic Tunes A music CD with ten tracks, for Hell on Earth. **\$20.00**

The Last Crusaders Join the ranks of the Templar Apocalypse knights plus a complete adventure which pits you against the anti-Templars. **\$37.00**

The Junkman Cometh The junkies are the mad scientists of the Wasted West. Here we have over 24 new junker powers, and the veil is lifted on how they build their marvelous toys from plasma guns to beer coolers. **\$37.00**

The Wasted West New rules including things ranging from witch's spells to powered armor, new Edges, Hinderances, full-color art, and gear. Also a first-hand account of the Wasted West. Hardcover, 160 pages. **\$45.00**

Dime Novels

1. Leftovers A full length novella and adventure. The townies and mutants are being played off against each other. But who is doing it and why? **\$9.50**

2. Infestations A full length novella and adventure. Mr. Teller stumbles upon an encampment of survivors, all suffering from biological warfare agents. But soon he and his friends catch the illness, and they must find a cure. **\$9.50**

Advanced Dungeons & Dragons

By TSR

Intro to Dungeons & Dragons

Dungeons & Dragons Game The ultimate introduction to the greatest roleplaying game of all time. This boxed set contains clearly written rules designed to familiarize new players to the D&D experience. Pre-generated character folders allow players to start their adventures quickly. A 32 page adventure book teaches the new DM everything he needs to know to run the game, through an exciting scenario. Also a DM Screen & six dice. Available in a little box or a big box. Contents are exactly the same. **\$20.00**

Dungeons & Dragons Fast-Play Game

D&D Fast-Play Game: Wrath of the Minotaur Perfect for introducing new players to AD&D. Includes the D&D Fast-Play Game, an extended step-by-step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into a terrible dungeon to face the wrath of the dreaded minotaur who resides there. **\$9.50**

D&D Fast-Play Game: Eye of the Wyvern Perfect for introducing new players to AD&D. Includes the D&D Fast-Play Game, an extended step-by-step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into the uncharted wilderness to face the fury of a dragonlike wyvern. **\$9.50**

D&D Diablo II Adventure Game

D&D Diablo II Adventure Game One of the most popular computer games now presented with the D&D engine. This is the perfect bridge between computer and paper-based roleplaying games. This is a boxed set, which includes everything needed to play. With rules book, book of quests, monsters, five heroes, dice, and quest tiles. *Due Oct.* **\$37.00**

Diablo II The Monastery of the Sightless Eye Takes the heroes to the mysterious Monastery of the Sightless Eye, full of dangers and challenges from the computer game, but enhanced for roleplaying. *Due March* **\$42.50**

INTRODUCTION TO AD&D

The Audio Introduction to the AD&D Game Epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done. Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty hero, a cunning wizard, or a stealthy thief. Facing every adventure with your sword or magic. A complete introduction to playing AD&D - this boxed set has everything you need to get started playing the most popular fantasy roleplaying game, and includes an audio CD to help you to learn! **\$37.00**

CORE RULES

Player's Handbook Revised 2nd Ed. The AD&D 2nd Ed Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players, 320 full color pages. **\$55.00**

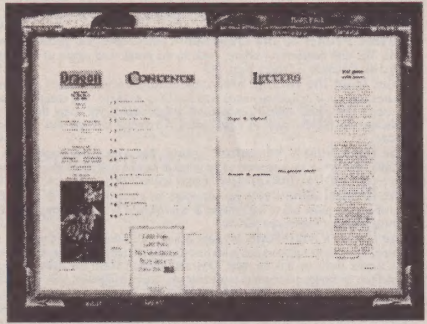
Dungeon Master Guide Revised 2nd Ed. The greatest of the AD&D gamebooks - the all new, all color AD&D 2nd Ed Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages. **\$45.00**

AD&D Core Rules CD-ROM 2.0 The 2nd Edition AD&D rules on CD-ROM. Has complete text of nine key AD&D rule books, reference over 2,000 pages of interactive rules. Character generation includes all *Players Options* rules - create, maintain and print fully detailed characters. Map Maker II and Campaign Mapper let you create and link detailed overland, city or dungeon maps in full color. Dice Roller software automatically rolls and totals all kinds of dice rolls, with modifiers. Generate treasures and encounters. **\$110.00**

AD&D Core Rules CD-ROM 2.0 Expansion Contains all nine core rulebooks and eleven AD&D Complete Handbooks. Also in HTML and RFT versions so they are accessible from PCs and Macs. You must own the above to use this product. DMs can build compelling campaigns easier than ever with multiple non-player character creation, 150 character kits, and new building interiors map set. *IBM Required: Pen 5, 10mbRAM* **\$100.00**

AD&D Adventure Dice Set A set of 7 opaque poly dice, being D4, D6, D8, D10, D12, D20, D00s, in a vinyl pouch. **\$13.00**

Dragon Magazine Archive on CD-ROM This amazing CD-ROM contains in electronic format, all issues of Dragon Magazine # 1 to # 250 and the seven original Strategic Review issues - over 20 years of articles! Additional features include a bookmarking feature, links from table of contents to articles, searches, live text which can be copied, printed or exported. **\$110.00**



MCCI Monstrous Manual The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MCCI, MCI 2 & a few other sources. Some updated material plus heaps of colour illustrations. **\$55.00**

Tome of Magic 2nd Ed. New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wizard's - new magic items. 192 pages. Now in softcover format. **\$38.00**

AD&D Campaign Option: Council of Wyrms Revised and expanded *Council of Wyrms*. For the first time, everything a player needs to create dragon player characters for the AD&D game, and everything a DM needs to set up a dragon-based campaign. Rules for creating and playing dragons, details on all 15 metallic, chromatic, & gem dragons, 16 page full color section with dragon 'size-chart' new character types such as half-dragons and dragon-slayers, and a series of adventures to challenge even the greatest dragons. **\$50.00**

AD&D Dungeon Master Option Rulebook: High Level Campaigns 192 page softcover book, which offers heavy duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc. **\$35.00**

AD&D Player's Option Rulebook: Combat & Tactics all the optional combat rules any gamer could want are in this book. With an advanced and improved tactical melee system, critical hits and wound-and-injury effects, armor destruction and repair, new weapons from ancient times to the renaissance, monster tactics, terrain effects. **\$35.00**

AD&D Player's Option Rulebook: Skills & Powers House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. Softcover. **\$40.00**

AD&D Player's Option Rulebook: Spells & Magic New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players. **\$42.50**

ACCESSORIES - CORE MATERIAL

Book of Artifacts 160 page hardback describing a wealth of magical items. Includes info on how to create artefacts so that megalomaniac players can wield ludicrously powerful trinkets! **\$39.00**

Chronomancer The latest and most dangerous fantasy world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existence - to visit ancient and forgotten lands. With new spells, powers, realms. **\$20.00**

Magic Encyclopedia Vol. 2 Continues the above; each entry includes brief description, illustration, original page ref. & GP value. **\$17.95**

DM's Screen and Master Index Revised DM's screen incorporating all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master rules to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. **\$16.95**

AD&D Character Record Sheets These are the all new AD&D 2nd Edition Character Record Sheets, where you can record your character's ability scores, possessions. **\$16.95**

ACCESSORIES - CAMPAIGN MATERIAL

Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost & correct application, plus lots of nifty illustrations. **\$34.00**

Complete Book of Villains Creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains making them more real. **\$33.00**

Country Sites Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Includes adventure hooks. **\$17.00**

Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy band of treasure-hunters to bash the daylight out of 'em and steal the loot! **\$51.00**

Dungeon Builder's Guidebook How to construct terrifying underground dwellings. With 32 pages of map templates, a random dungeon generator, tables for stocking dungeons with traps, treasure, & tips and guidelines. **\$28.50**

Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. **\$30.00**

Monster Mythology Campaign details on Divine Beings & abilities. Avatars, priesthods, and the Gods of the Dominiunans (Elves, Dwarves, etc). Goblins (Orcs, Goblins, etc). Underdark races (the Drow, etc). Giants, the Seas, the Skies, Sealy Folk, Dark Folk, and the Sylvan races. **\$27.00**

Sages & Specialists New rules and specialised nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. **\$37.00**

Warriors of Heaven Covers the powerful and majestic celestials, guardians of the Upper Planes and empyreal entities of evil. With celestial races, celestial beings and places, celestial magic, & campaign tips. More source material related to this book is available on TSR's website. **\$35.00**

World Builder's Guidebook Check-off of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids. **\$37.00**

ACCESSORIES - PLAYER'S MATERIAL

PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, weapons, variant armor, & more! 124 pp. **\$38.00**

PHBR2 Complete Thief Manual Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (including animals, assistants, poisons, etc), & the Thief Campaign! **\$34.00**

PHBR3 Complete Priest Handbook Features the basic principles of Clerics & priesthods, complete for designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Occult, etc), Priest Kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. **\$37.00**

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns. Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful familiars, debilitating afflictions, materials, etc. 128 pages. **\$38.00**

PHBR5 Complete Psionics Handbook Covers the Psionist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairvoyance, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages. **\$37.00**

PHBR6 Complete Dwarves Handbook 6 Dwarven Subraces, Dwarven culture & ideals, character creation, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. **\$37.00**

PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances. Bard Colleges, patrons, etc. **\$34.00**

PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, financial economies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns. PC sub-class kits (herbalist, bladesinger, etc), and more! 118 pages. **\$38.00**

PHBR9 Complete Book of Gnomes & Halflings Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fancier) version of a couch-potato cousins, who have turned stealth into an art form that makes ninja look like elephants. This book promotes character development & enriches the game environment. **\$34.00**

PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just slay them. Also includes new rules for playing dwarves, etc. **\$37.00**

PHBR11 Complete Ranger's Handbook Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. **\$33.00**

PHBR12 Complete Paladins Handbook In the fight against evil, the paladin stands as God's supreme, undaunted champion. This accessory helps you to play the noblest warriors of AD&D. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded mounts, and paladin kits like the divine, envoy, ghosthunter, skydier, and indomitable wymslayer. **\$37.00**

ACCESSORIES - MISCELLANEA

1994 Annual Monstrous Compendium Vol 1 Compiles a years worth of monsters from 1993 AD&D products. There are also some entirely new creatures. Over 100 denizens of the land, sky, sea, and underdark. All illustrations are in color. **\$37.00**

1995 Annual Monstrous Compendium Vol 2 Compiles a years worth of monsters for the entire line of AD&D game products released in 1994. Includes dinosaurs & prehistoric creatures. **\$37.00**

1996 Annual Monstrous Compendium Vol 3 Compiles a years worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures. **\$37.00**

1997 Annual Monstrous Compendium Vol 4 Collects over 100 new monsters from a wide array of AD&D game products during the past year, plus new monsters from the Real Realm, and includes many creatures suitable for nautical and undersea adventures. With full color illustrations. **\$37.00**

Bastion of Faith Presents an entire temple of priests that a DM can drop into any campaign with a minimum of effort. Has new priests spells and magical items, how to run a campaign around a temple, short adventures. *Due* **\$31.50**

Encyclopedia Magica Volume 1 A-C 384 hardback book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. **\$45.00**

Encyclopedia Magica Volume 2 D-P 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. **\$45.00**

Encyclopedia Magica Volume 3 P-S 416 page book detailing every AD&D magical item ever created. **\$45.00**

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic items for AD&D. **\$45.00**

GR1 Strongholds Lots of 25mm color cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. **\$40.00**

GR4 Treasure Chest Collection of books, or ideas, for adventures. Each book features full color handouts - one for the DM, another for the players. This way the DM fools the player as to the real goal of the characters mission. **\$22.50**

Guide to Hell Allows GMs to set an adventure or entire campaign in the Nine Hells, including the secret ninth level. Has stats for its rulers and notable figures, new infernal spells and magical items, devil-slayer kits. *Due Nov.* **\$24.00**

Priest's Spell Compendium Vol 1 The first volume collecting every official priest spell for the AD&D game from a wide variety of sources, including many times that are currently out of print - all updated. **\$46.00**

Priest's Spell Compendium Vol 2 The second volume collecting every official priest spell for the AD&D game from a wide variety of sources, including many times that are currently out of print - all updated. **\$45.00**

Priest's Spell Compendium Vol 3 The third volume collecting every official priest spell for the AD&D game from a wide variety of sources, including many times that are currently out of print - all updated. **\$46.00**

Wizard's Spell Compendium Vol 1 Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. **\$45.00**

Wizard's Spell Compendium Vol 2 Continues the collection of every official wizard spell for the AD&D game from The Player's Handbook, Tome of Magic, Complete Wizards' Handbook. **\$45.00**

Wizard's Spell Compendium Vol 3 The official reference book and definitive source for wizards spells in the AD&D game. Spells have been collected from rule books, campaign settings, supplements, adventures, even magazines dating back to 1975! **\$45.00**

Wizard's Spell Compendium Vol 4 completes the monumental collection of every official wizard spell for the AD&D game. **\$47.50**

MISCELLANEOUS ADVENTURES

A Paladin in Hell Takes high-level characters on a wild ride into the Lower Planes to fight evil as a righteous paladin's funeral is dragged down into Hell. Brings back such fiends and foes as Eimirkol the Chaotic, Asmodeus, & other Dukes of Hell. **\$40.00**

Destiny of Kings The King of Dunador lies dead and his brother challenges the rightful Crown Prince for the throne. Can you find the Prince and protect him from the treacherous forces at large in Dunador? Levels 1 - 4. **\$16.50**

Dungeons of Despair Need a challenge for your players? Are your heroes brave enough to enter the deepest, darkest, dungeons and the wildest wilderness settings anywhere? 2nd to 4th level characters. Save a village from a walking evil, search for a lost tomb, a trek through wood pits, etc. **\$24.00**

Player's Option Adventure: Gates of Firestorm Peak The first adventure using the full range of optional rules presented in the Players Option Campaign & Tactics, Skills & Powers, Spells & Magic. For character levels 6 - 15. More info later. **\$34.00**

Moonlight Madness The curse of lycanthropy has struck and a stalwart band of heroes must race the moon to find a cure before one of them does something they will regret. You'll encounter hermits, sphinxes, dinosaurs, pixies, amazons, bandits. **\$20.00**

Return to the Keep on the Borderlands This re-telling and sequel to the classic adventure written by Gary Gygax is part of the year-long Anniversary celebration. Players and DMs will want to see how their new AD&D characters fare against the original proving ground for AD&D. Includes an updated map and expanded storyline. **\$24.00**

Reunion An RPGA network adventure for Al Qadim. A villain's greed causes the destruction and dispersion of an entire tribe of desert nomads. There

10 – Roleplaying Games: AD&D Monstrous A - Forgotten Realms

are three adventures, one you play the men, another the women, the last the children. **\$17.00**

Road to Danger Contains six adventures previously in *Dungeoneer*. Catch a villain who began a battle, a crime wave threatens the town of Dagger Rock, a book of infinite spells has been stolen, a love affair is torn by treachery and threatens civil war, the wizard attacks a svart starman's lair, Lev 1-3. **\$24.00**

RPGA TSR Jam 1999 Compiles the best of the RPGA's retail demo adventures from 1998 into an anthology. Has adventures set in AD&D (full campaign worlds) and Alternity. Stories include: fighting the Cult of the Dragon, pursue mind flayers, struggle with a master vampire, defy a sea dragon... **\$24.00**

The Apocalyptic Stone For 13+ level characters, offering both players and DMs an opportunity to participate in a truly epic and possibly campaign-shattering adventure. Can be used to end campaigns with a bang. **March, \$31.50**

The Lost Shrine of Bundushatur Buried for more than thirteen centuries, the ancient temple of Bundushatur has resurfaced. What Chaos evil lurks within its catacombs? To thwart this threat you must find the Chaos Key. Adventure for 4-6 characters of levels 8-10. **\$18.00**

The Shattered Circle The ancient circle of standing dual stones has been shattered, breaking its wards and letting monstrous evil into the world. Can your heroes solve the mystery? For 1st level players. **\$16.50**

Vortex of Madness Suitable for any campaign. The planes are home to myriad bizarre, wondrous and dangerous domains. Among these high-level adventures you'll find a mad warlord's legendary machine, a titanic struggle to escape Tarems, the Astral city of Githyanki, a city of sea elves. **Dec. Jan. \$33.00**

Monstrous Arcana

A Darkness Gathering First in a three part series that pits player characters against the dark agenda of the Illithids, who have risen up again, ready to enslave the surface races. They plan to extinguish the sun. Can be played alone. **\$17.00**

Masters of Eternal Night Sequel to A Darkness Gathering. The player characters must unearth an ancient alien object deep within the heart of a snow-covered crater. **\$17.00**

Dawn of the Overmind Sequel to Masters of Eternal Night. Completes the series. The adventurers journey over a world of ancient ruins. Buried somewhere there is an ancient illithid artifact that can stop them. **\$26.00**

Eye of Doom Second in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. The trail of horror leads deeper into the abyss of the beholder underworld, levels 6-10. **\$13.50**

Eyes to Eye The adventure trilogy reaches its shattering climax when the heroes face the mightiest of the eye tyrants. Twice the length of the other two adventures. Levels 8-12. **\$22.50**

Evil Tide An adventure that ties into The Sea Devils accessory. All along the coasts, villages have been devastated by the rampages of the horrible fishmen. A call for help is sent to the adventurers - but not all is as it seems. This is part one of a trilogy. **\$15.00**

Night of the Shark Sequel to Evil Tide, but can be played by itself. The fury of the evil fishmen is greater than anyone imagined, and their raids of terror threaten to destroy a kingdom. How can we stop them? **\$17.00**

Of Ships and the Sea The open sea, primal and unknown, beckons. Rules for sailing ships to exotic lands, and two systems for conducting naval combat. Also extends below the waves, revealing the secrets of underwater adventuring and exploration. The rules support The Sea Devils and the Salmagin adventure. **\$34.00**

Sea of Blood Sequel to Night of the Shark. The trail of death and destruction caused by the fishmen leads beneath the waves and into the heart of their watery kingdom. Can be played by itself. **\$22.50**

The Illithiad Inside this lavishly illustrated, full-color tome you'll find detailed information on mind flayer society, psychology, anatomy, history, their enemies & new psionic disciplines. **\$34.00**

The Sea Devils The salmagin are known by many names: Devil Men of the Deep and the Sea Devils being the most common. This color illustrated 96 page book details their highly organised structure of their society, insight into their predatory mind, their dark duty, one of their villages is outlined in detail, etc. **\$32.00**

Tomes

Jakandor: Island of War! The Knorr barbarians, driven from their homeland, wanted nothing but freedom and an honorable existence when they landed on the shores of Jakandor. What they found was an island occupied by despotic wielders of the magic, who rely on legions of animated corpses to do their fighting. Two campaigns in one. Players choose one side of the conflict, either the race of wild barbarians, or the clan of technomancer wizards. **\$37.50**

Jakandor: Isle of Desinity The history, culture, politics, religion, cities, attitudes, and magic of the Charonti people-a nation of wizards-is fully detailed. Allows to you play them as player characters. Has a color map of Jakandor, & the Charonti's unique magic system is detailed with new kits & new spells. **\$37.00**

Jakandor: Island of Legend The epic struggle between the barbarians and wizards comes to its climax. With an anthology of adventures, additional sites, encounter charts, color map. **\$40.00**

Return to the Tomb of Horrors The most popular of all AD&D game adventures. The demi-lich Acererak was slain and the tomb cleansed of its terrors - or so we thought. But evil pilgrims migrated to the tomb, each trying to take Acererak's place, but even these twisted necromancers have no inkling of the true evil that grows beneath their feet. With a 160 page adventure book, 32 page illustration book, 16 page book of maps & monsters. **\$55.00**

Axe of the Dwarvish Lords This is the series, following on from *Return to the Tomb of Horrors*. The characters find themselves exploring the depths of an ancient dwarven stronghold in search of the most powerful artifact of the dwarvish clans. Unless the axe can be found, a powerful host of goblins will overrun the Dwarven Clans, who are in chaos. **\$50.00**

Planescape

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rule shoulders with friends, and realize that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. **\$55.00**

A Guide to the Ethereal Plane Ethereal environments and conditions; how the alien medium of the Waveless Sea affects combat and magic; new spells & magical items; island in the Deep Ethereal that obeys no rules but their own; complete listing of creatures of the Ethereal, new player character races. **\$31.50**

Dead Gods Something's killing gods and other high-ups in the planes, and no one knows who or why. Leads players throughout the planes and right into the middle of events that will shake the multiverse. Two adventures. **\$51.00**

Doors to the Unknown Four short adventures takes heroes on a tour of the deadly and the bizarre that spans the Astral, Inner and Outer Planes. Levels 2-10. **\$22.00**

Factor War Tensions between the fifteen factions are flaring, tempers are rising, and the Cage is about to explode into conflict. A 128 page adventure following the war from its beginning, revealing secrets, unraveling mysteries, bringing long-simmering plots to a head, also a detailed timeline. **\$37.00**

In the Abyss Adventure which quests into the heart of the Blood War between the tanarri and baatezu, levels 7-10. **\$17.00**

In the Cage: A Guide to Sigil Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. **\$25.50**

Monstrous Compendium Planescape Appendix 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. **\$38.00**

Monstrous Compendium Planescape Appendix II With full color art of heaps of new beasts. **\$34.00**

Monstrous Compendium Planescape Appendix III The creatures of the Inner Planes are vicious-beasts that thrive in raging fire, bottomless water, blinding radiance, airless vacuum. Dozens of new monsters, and a few old ones updated. **\$42.00**

Planes of Chaos A boxed campaign expansion of the chaos planes.

including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. **\$51.00**

Planes of Law Home to the baatezu, one of the most powerful & terrifying of all monster races. More than 200 pages on 5 new levels in the Planes, Mt Celestia, Bastor, Ashdoron, Mechanus & Arcadia. Boxed set that containing 5 double sided poster maps. **\$51.00**

Players Primer to the Outlands A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 pages, map, CD. **\$25.50**

Tales from the Infinite Staircase A crossover product with Forgotten Realms that can if desired be linked with For Duty & Deity. The chaotic miasma of energy and matter filling Limbo holds a dark secret, and using the Infinite Staircase, the players must in eight linked adventures uncover this dire new threat. **\$34.00**

The Deva Spark Adventure - players find a deva being pursued by a beholith. But devas are supposed to be good & lawful, and Beholiths only hunt down evil tanarri, so what's going on? Player levels 5-9. **\$17.00**

The Eternal Boundary An adventure for player levels 1-5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. **\$17.00**

The Factol's Manifesto 160 page deluxe, full color volume that takes 15 factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. **\$34.00**

The Great Modron March The cute little clockwork creatures known as modrons march through the grand Upper Planes, the chaotic soup of Limbo and the horrors of the Abyss, several years before they are due. What is going on? Can the player characters help them succeed in their march? Or will they all die. **\$42.50**

The Inner Planes Of all the planes in the multiverse, none are as hostile to mortal life as the Inner Planes. From Fire to Water, Ooze to Ice, Lightning to Ash, very dangerous! Details the 18 Inner Planes, rules for movement, combat, and survival. The inhabitants and ecology, and locales. **\$37.00**

The Planeswalker's Handbook Provides vital info about the planes and introduces new character roles and races. It also defines the new Planeswalker character kit for every class and features new proficiencies, spells, and planar equipment. **\$34.00**

The Well of Worlds A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. **\$25.50**

PLANESCAPE NOVELS

Planescape Novels

1. Pages of Pain The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most powerful character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. **\$10.00**

2. Torment A hero, stricken with amnesia, wanders through the planes in search of his identity, battling strange demons and treacherous companions. Based on the new computer game by Interplay. **Dec. November \$11.00**

Birthingright

Book of Monsters A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are in their kingdoms. Features 54 new War Cards. **\$30.00**

King of the Giantdoms The Great Drowns are the stuff of legends, but they are threatened by a new avanshegh, the humanoid known as Ghuallu, who strives to make his small kingdom a rival to the Gorgon's Crown. His armies stand ready to strike down the human settlers. Can you defeat Ghuallu by uniting the scattered Rjink settlers? A 64 page adventure accessory. **\$22.00**

Naval Battle System: The Seas of Cerilia All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. **\$22.00**

The Book of Priestcraft Priests are more than mere physicians tending the wounded and healing the sick - they are defenders of the realm, champions of their god, and the politicians of Cerilia. **\$34.00**

Tribes of the Heartless Wastes The savage lands of the brutal Vot, laid open at last. This campaign expansion has new rules, new spells, and details about the cultures of the frozen tundra. **\$34.00**

Birthingright Novels

2. The Hag's Contract This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. **\$10.00**

5. The Spider's Test Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. **\$10.00**

Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

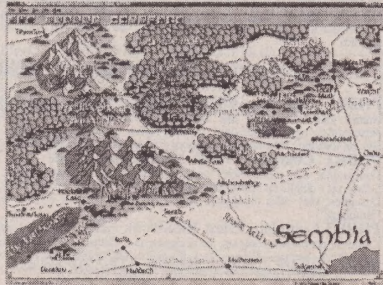
DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, The Thren, Halfling Skyfairs, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. **\$51.00**

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures, 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. **\$51.00**



Forgotten Realms Interactive Atlas CD-ROM The entire planet of the Forgotten Realms is here with this completely interactive atlas. Explore never-seen-before realms, sprawling cities, treacherous overland routes, perilous dungeons, over 500 maps! Examine the maps of entire continents, or zoom in for local details. You can print any map. You can add new levels of detail using AD&D Core Rules or Campaign Cartographer. **\$100.00**

Empires of the Shining Sea 192 page book and 2 color poster maps. With 6,000 years of history of the Empires of the Shining Sea, the long-fallen Calishian rises yet again, as a new ruler and new power groups take control of the former land of the genies, the rugged Land of the Lions is full of surprises, and the Lake of Steam unveils its secrets. Will you brave its scumming waters? **\$57.00**

Lands of Intrigue Amn and Tethyr, two kingdoms along the southern part of the Sword Coast & considered key areas of Faerun. They are kingdoms in the heart of the Shining Sea. Tethyr was originally an eleven nation but later rose & fell as a human nation. In Amn, a dark secret has arisen. **\$51.00**

Night Below: The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. **\$55.00**

Spellbound: Thay, Rashemen & Aglarond A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tentaculantly the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targeted by Thay. 4 booklets, 3 maps, 8 monstrous compendium sheets. **\$45.00**

FORGOTTEN REALMS CAMPAIGN MATERIAL

Calimport Leads off a series of adventures with tightly focused settings. It is named for the largest and most ancient city in Faerun, a city of peri-rillid slaves, wizards, and a sinister underground. Expands and supports the plots in the Empires of the Shining Sea set as well as heaps of new info. **\$31.00**

Demi-human Deities Final volume in the Faiths & Avatars series. Describes the demi-human religions and powers of the elves (including the Drow), the dwarves, and gnomes, and the halflings. Each entry includes information about a deity's appearance, personality, worshipers, portfolio, aliases, domain name, allies, foes, specialty priests, church, etc. **\$45.00**

Demi-humans of the Realms More than 36 player character kits for the demi-human races: elves, half-elves, dwarves, gnomes, and halflings. With local culture, customs, fashions, class abilities. **\$35.00**

Draconomicon Learn the myths surrounding the dragons, discover their secrets, and unlock their mysteries. Presented as a compilation of notes and short stories by dragon-hunting adventurers. Has details on roleplaying dragons, stats for infamous dragons including Tiamat, new dragon species, dragon magic, and four short adventures involving the great wyrms. **Dec. \$37.00**

Drizzt Do'Urden's Guide to the Underdark Source information on the drow, duergar, illithid, derro, aboleth, kuo-toan, and dwarves, as well as the character of the Underdark where they dwell. **\$37.00**

Elminster's Ecologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the ores of Sembia, lizardmen of the Dragon Coast, etc. 932 page books. **\$42.50**

Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. **\$17.00**

Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills 32 page & one 8 pages booklets covering an area often hinted at but not explored. **\$17.00**

Faiths & Avatars For DMs and human priest character players describing the spheres of the gods and their avatars (most forms) in the Realms and the organization of their faiths. Not cleric classes, rituals, & mythology. **\$45.00**

FOR5 Elves & Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious powers. **\$25.50**

FOR6 The Seven Sisters Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silvermoon, Sylune, Lalar, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. **\$25.50**

FOR7 Giantcraft Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. **\$25.50**

Heroes' Lorebook A 160 page compendium of the heroes whose exploits have filled dozens of novels over the past decade, from Elminster to Drizzt Do'Urden, with new biographies for heroes such as Tavis Burdun. **\$34.00**

Pages from the Mages Back in print. New spells from mages such as Daltim, Darsson, and Myrl. Fell creatures: the Tome Guardian, the Disenchanter, the Scalagmagdron. Details of more than 40 spellbooks, appearance, history, the magic they contain, the fates of their makers. And Elminster's very own travelling spellbook. **\$27.00**

Powers & Pantheons 192 pages. Companion to Faiths & Avatars. Describes more of the religious and powers of the Realms. Each divine power is covered in depth and each entry has info about a deity's appearance, personality, worshipers, alignments, avatars, church, etc. Also five showcase temples of the Realms detailed with illustrations and color maps. **\$40.00**

Sea of Fallen Stars Allows heroes to explore the depths of this mysterious and uncharted region for the first time. Details cultures, societies, and rules for taking a land-based FR campaign under water. Also aquatic player character races: shalarin & Dukars, info on the undersea region, and wonders. **\$46.00**

Secrets of the Magister The Magister of Mystm is one of the most mysterious beings in the FR setting; a unique wizard with a singular tale. All the essential Realmslore about him is in this book by Greenwood. **Feb. \$37.00**

Skullport The Port of Shadow, a well kept secret. A mile and a half beneath the orderly streets of Waterdeep squats this wretched, lawless pit of thieves, slaves, etc. Covers all 3 layers, 4 wards and with 100 notable sites. **\$35.00**

The City of Ravens Bluff in a city where the adventures are the rule rather than the exception, things can get rather lively. Recovering from a recent war, this is a city in transition. Presents important people such as the dean of the Wizards Guild, the laws of the city and punishments, the secrets of the dwarven city buried beneath it, new monsters, magic, cults, maps, etc. **\$46.00**

The Drow of the Underdark From the caverns of Menzoberranzan, where the Drow ranger Drizzt was born, to the deepest corners of the Underdark, the drow rule the dark with strange weapons, exotic spells, and terrible monsters. Details dark elf society, religion, and history, new spells and magical items, and monsters native to the Underdark. **\$37.00**

Villains' Lorebook For every hero in the land there is a powerful nemesis lurking in the shadows. Contains detailed histories, game stats, personality notes, on major villains to emerge from Forgotten Realms products. **\$42.50**

Volo's Guide to Cormyr The Kingdom of King Azoun IV and his confidant Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. **\$20.00**

Warriors and Priests of the Realms Similar to the PHBR books. Introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions. **\$34.00**

Wizards & Rogues of the Realms Similar to the PHBR books, details 2 character classes, Realms wizards as opposed to normal wizards, & thieves of the Realms. 128 pages. **\$27.00**

FORGOTTEN REALMS ADVENTURE MODULES

The Accursed Tower Most thought it was destroyed. All knew it had been lost long ago. But now a small group of heroes must venture into its long-forgotten ruins to discover what treasures and dangers await. **\$18.50**

Castle Spulzeer An adventure set near the kingdom of Amn that provides the players with a chance to explore an ancient castle, solve a long standing mystery, and do battle with a powerful lich. **\$23.50**

For Duty & Deity The goddess Waukeen made a deal with a fiend, and the deal went sour. Now the goddess is a prisoner. You and your comrades must rescue her, travelling the Infinite Staircase to find her in the Abyss. **\$23.50**

Four From Cormyr Four adventures centered around the kingdom of Cormyr. The adventures themselves are unrelated, but elements exist within each that permit the DM to tie them together into a big story. One story leads them into the Vast Swamp. **\$34.00**

Hellgate Keep Leads characters into the depths of the famous ruined keep deep within the Savage Frontier. The keep is not completely abandoned, as everyone long thought - and the wealth inside is not free for the taking. 32 page adventure. **\$17.00**

The Wyrmskull Throne Supports *Sea of Fallen Stars*. Revolves around the ancient artifact, the Wyrmskull Throne, the ruling seat of the Dwarven nation of Shanatar, which has just been found after a 5,000 years absence. Uses all of the underwater adventuring rules, and special powers for the artifact. **\$24.00**

FORGOTTEN REALMS ARCANE AGE

Cormanthyr: Empire of Elves This Arcane Age expansion reveals all the secrets of the ancient elf kingdom of Cormanthyr, its history, culture, military, society, citizens, timeline, magical rites, etc. Characters can journey back in time and visit this wondrous nation, learning first hand of the artefacts and legends current-day Realms lore only hints at. **\$45.00**

How the Mighty are Fallen The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. **\$22.50**

The Fall of Myth Drannor At last you can find the causes of the fall of that important elf city - characters can not only travel back through time to learn the ancient elf city's secrets, but may even play a pivotal role in the shaping of history - their own history. **\$23.50**

FORGOTTEN REALMS NOVELS

Finder's Stone Trilogy

- 1: Azure Bonds** Alar awakens to find a series of twisting, magical blue sigils inscribed on his arm, and she has no memory of where she got them. So she embarks on a journey to discover their meaning. **\$10.00**
- 2: The Wyvern's Spur** The family heirloom of the Wyvernspur clan is missing. A mysterious murderer stalks the streets of Immersea. It is up to the youngest scion of the Wyvernspur family, Grog, aided by the halting bard Olive, to solve these mysteries. But when betrayal and enchantment threaten their progress, Grog must invoke the spur's awesome power. **\$10.00**
- 3: Song of the Saurials** The Harpers are at last reconsidering their decision to sentence the Nameless Bard to exile for the deaths of his apprentices, but when the monster Gryph arrives, the next trial dissolves in a string of disappearances and murder. **\$10.00**

Icewind Dale Trilogy

- 1: The Icewind Dale Trilogy Collector's Edition** Hardcover containing all three novels of the Icewind Dale Trilogy. **\$50.00**
- 1: The Crystal Shard** Is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns? Wulfgar is left for dead, and rescued by Bruenor in exchange for services and friendship. Bruenor and Drizzt turn Wulfgar into a powerful warrior, but can he defeat the Crystal Shard? **\$12.00**
- 2: Streams of Silver** Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling, and Drizzt the dark elf fight monsters and magic on their way to Mithril Hall, centuries old birthplace of Bruenor and his dwarven ancestors. **\$12.00**
- 3: The Halling's Gem** Assassin Aramis Enters whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guanhwyar, Regis will die in a real game of cat and mouse. **\$12.00**

Avatar Quintology

- 1: Shadowdale** The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to find the lost Tablets. Their search begins in Shadowdale. **\$10.00**
- 2: Tantras** Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place. **\$10.00**
- 3: Waterdeep** The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods. **\$10.00**
- 4: Prince of Lies** For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kalemvor Lyonsbane, once his friend and the goddess' lover. **\$10.00**

The Shadow of the Avatar Trilogy

- 1: Shadows of Doom** Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy: so now he must be rescued. **\$10.00**
- 2: Cloak of Shadows** The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faern, & the heroes & Midnight try to stop them. **\$10.00**
- 3: All Shadows Fled** The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faern, even if all that is left is a bloody landscape of death. Can Elminster & Alustriel stop them? **\$10.00**

The Dark Elf Trilogy

- 1: Homeland** Journey to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinsmen, young Drizzt must decide - can he continue to tolerate an unscrupulous society? **\$12.00**
- 2: Exile** The tunnel-mazes of the Underdark challenge all who tread there. Exiled from Menzoberranzan, Drizzt battles for a new home. Meanwhile, he must watch for signs of pursuit - the drow are not a forgiving race. **\$12.00**
- 3: Sojourn** Drizzt emerges in the harsh light of Toril's surface. The drow begins a sojourn through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily. **\$12.00**
- 4: The Dark Elf Trilogy Collector's Edition** The above three novels all in the one hardcover volume. **Softcover - \$33.00** **Die-Pix - \$44.00**

The Drizzt Dark Elf Series

- 1: The Legacy** Drizzt is happy and content, but he did not achieve this state of peace without leaving powerful enemies behind. Lloth, the dreaded Spider Queen deity of the evil dark elves, has vowed to end Drizzt's happiness. **\$10.00**
- 2: Starless Night softcover** The Underdark. A place of brooding darkness, where no shadows exist, and where Drizzt does not wish to go. But the noble dark elf must return there, and then to Blingstone, and then onto Menzoberranzan. He finds allies where he least expects them, and enemies he thought dead. **\$10.00**
- 3: Siege of Darkness** In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guanhwyar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. **\$10.00**
- 1: The Silent Blade** Drizzt is trying to destroy the evil crystal shard, not realizing the full power of the call of Creshibion, Wulfgar returns from the Abyss to find his world crumbling around him, as he struggles against internal demons and an old enemy. Entirely the assassin is more interested in killing his greatest enemy than the power struggles that occupy him. Hardcover - **\$44.00** Softcover - **\$13.00**

Dark Elf Novel

- 1: Tangled Webs** The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that brings terrible responsibility and unimaginable temptation. **\$10.00**

Songs and Swords

- 1: Elfshadow** Harpers are being murdered, and the trail leads to Arilyn

- Moonblade:** Arilyn must uncover the ancient secret of her sword's power in order to find and face the assassin before he finds her. **Reprint due April** **\$11.00**
- 2: Elfsong** Throughout Faern, ancient ballads are being forgotten or changed into dangerous new tales. Danilo joins forces with a deadly enemy, Elath Craulnebor, a Gold elf mustel, to solve the mystery. **Reprint due April** **\$11.00**

Harpers Series INDEPENDENT TITLES

- 6: Crypt of the Shadow King** In a room of a Thousand Spines, the richest of the Caravan Cities, has fallen under the dark sway of Zhentari. The fiery Harper agent Man Al'Marin and the cynical ex-Harper Caledon are all that stand in the way. **\$10.00**
- 9: Crown of Fire** Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers. **\$10.00**
- 11: Curse of the Shadowmage** The fiery Harper Man Al'Marin and the cynical ex-Harper Caledon are reunited when the accused legend of the Shadowmage resurfaces. All of Faern is threatened when an old rival of Khelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage. **\$10.00**
- 12: The Veiled Dragon** Features the return of Raha the Bodine witch from the Parched Sea. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent. **\$10.00**
- 13: Silver Shadows** Arilyn Moonblade, the half-elf heroine of the best selling Elfshadow, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle. **\$11.00**
- 14: Stormlight** Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past. **\$11.00**
- 15: Finder's Bane** A group of courageous priests, with the aid of Finder Wyvernspur, must attempt to infiltrate the extraplanar city of Sigil, recover a mysterious artifact, thwart a plot to bring back the evil god Bane the Tyrant, and rescue the god Finder. **\$11.00**
- 16: Thornhold** A dark power from the mists of time threatens the very heart of the secret organization known as the Harpers, and only Khelben Arunsun, Archmage of the great city of Waterdeep, can stop it. **\$14.00**
- 17: The Dream Spheres** Continues the story begun in *Elfshadow*, *Elfshadow* and *Silver Shadows*. When the sale of dream spheres threatens the life of his half sister, Danilo Thann joins forces with Arilyn Moonblade to uncover the source of this deadly trade. Their search leads them to the dark heart of Waterdeep, and to personal secrets that could destroy them both. **\$11.00**

The Druidhome Trilogy

- 1: Prophet of Moonshae** Dangor stalks the island of Moonshae, where the people have forsaken their goddess, the Earthmother. Only the faith and courage of the daughter of the High King brings hope to the island. Being reprinted? **\$10.00**

The Cleric Quintet

- 1: Canticle** The adventures of Caddery, scholar priest of the Edificant Library, as he and his comrades battle the horrible evil that has been unleashed from the secret vaults beneath the library. **Reprint Due Feb** **\$13.00**
- 2: In Sylvan Shadows** The cleric and his friends, including the beautiful Dancie, enter the breathtaking forest of Silverymist where a new opponent leads an army of vile monsters. **Reprint Due March** **\$13.00**

The Nobles Series

- 1: King Pinch** Pinch's guardian, the King of Ankshapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne. **\$10.00**
- 2: War in Tethyr** Introduces the adventures of many unforgettable characters during a war in Tethyr. **\$10.00**
- 3: Escape From Undermountain** In order to rescue a young noble, Anuk the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before. **\$10.00**
- 4: The Mage in the Iron Mask** The master traveller Volo unmasks a decades-old conspiracy that jeopardises the uneasy peace between Moonshe and Thay. **\$10.00**
- 5: The Council of Blades** War causes little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions find themselves forced into a battle for survival in a deadly world. **\$10.00**
- 6: The Simbul's Gift** The legendary Storm Queen of Agalaron, in an effort to gain further favour with Elminster (she wants to bear his child!) has a special horse raised for him as a gift. But Thay, an spies and assassins complicate things. **\$10.00**

Netheril Trilogy

- 1: Sword Play** Discover the Arcane Age of Netheril, the most powerful magical empire in the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages. **\$11.00**
- 2: Dangerous Games** Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire. **\$11.00**
- 3: Mortal Consequences** Follows the barbarian Sunbright as he battles a long-forgotten foe armed with a hell-spawned source of destructive magic. **\$11.00**

Lost Empires Trilogy

- 1: The Lost Library of Cormanthyr** The Library of Cormanthyr - is it just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but an undying avenger is intent on stopping him. **\$11.00**
- 2: Faces of Deception** Hidden from his powerful family's enemies behind the hideous mask of his own face. Sent by the goddess of beauty on an impossible mission. Driven to find a way past his own flesh, into a soul torn between destiny and love. **\$11.00**
- 3: Star of Cursrah** Lurking in the ruins is a horrific tale of greed, power and revenge. The Protector crawls forth, the shade of a dead city whose rulers refuse to die, and young companions in two distant epochs learn of a dreadful destiny they cannot escape. **\$11.00**

Adventures Trilogy

- 1: The Shadow Stone** Accosted by bullies on a forest trail, Aeron's life is changed forever. On the run, he meets and is tutored by Storm Walker, where they discover that his magical powers are great, but will he be tempted by the dark powers of the Shadow Stone, an unspeakable evil? **\$11.00**

Miscellaneous Books

- 1: Spellfire** Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. **\$10.00**
- 2: Realms of Valor** An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others. **\$10.00**
- 3: Realms of Infamy** An anthology of stories, including the characters Cyric, Artemis Entreri, Marston of Zhent Keep, Elath Craulnebor, and Zulkir Szass Tam. **\$10.00**
- 4: Once Around the Realms** Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardises the safety of all Faern and beyond. **\$10.00**
- 6: Elminster in Myth Drannor** Sequel to *Elminster: Making of a Mage*. The young Elminster journeys to the legendary elven capital of Cormanthyr to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds. **\$10.00**

Hardcover **\$34.00** Softcover **\$11.00**

- 7: The Temptation of Elminster** Myth Drannor has fallen, and glorious Cormanthyr lies in ruins. Elminster emerges from the rubble to serve new, human masters. But an enemy plots to turn him to dark ways and deeds, by offering him godhood. Hardcover **\$35.00** Due November Softcover **\$11.00**
- 8: Realms of Magic Anthology** Never before published tales of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. **\$10.00**
- 9: Murder in Cormyr** When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. **\$11.00**
- 10: Realms of the Underdark** Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. **\$10.00**
- 11: Cormyr: A Novel** On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Greenwood and J. Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. **\$12.00**
- 12: Realms of the Arcane** From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. Authors include Ed Greenwood, Jeff Grubb, etc. **\$10.00**
- 13: Evermeet: Island of Elves** The details behind Maler the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. **\$13.00**
- 14: Realms of Mystery** Favorite Forgotten Realms author spin tales of murder, suspense, and intrigue in these stories, including: the only clue to who is killing a party of adventurers is the letter 'H', written in the blood of one of the victims; a smiling ghost, etc. **\$10.00**
- 15: The Glass Prison** Vheod Runcchid, half human, half fiend, embarks on a quest to rid his new home of a powerful demon lord... but before this unspeakable evil can be destroyed, it will have to be released. **\$11.00**
- 16: Baldur's Gate** A novelization of the popular computer game. The son of a dead god fights his way along the Sword Coast in search of a truth that could rip the world apart. **\$11.00**
- 17: Silverfall: Stories of the Seven Sisters** Seven beautiful sisters, all touched by the hand of the goddess Mystra, are together in one book for the first time; as they match wits and magical powers with a Realms-spanning conspiracy of widespread and many-tentacled evil. 376 page, large book. **\$27.00**
- 18: The Spine of the World** The barbarian Wulfgar sets upon a dangerous path towards redemption which twists up the windswept peaks of the Spine of the World. At the end lies his most prized possession. **\$45**
- 19: Tymora's Luck** Tyche, Goddess of Luck, was cloven in twain, but now a great power has hatched a mad scheme to re-create the goddess by reuniting the twins, regardless of the consequences. **\$10.00**
- 20: Beyond the High Road** In Cormyr, Princess Tanalasta's involvement with a sinister religious order worries her father, the king. Meanwhile, a terrible evil prepares an all-out attack on the kingdom. **Due April** **\$11.00**

The Threat From the Sea Trilogy

- 1: Rising Tide** An evil warlord from the depths of the Trackless Sea rallies the undersea races of Toril in a surprise attack on the Sword Coast. **\$11.00**
- 2: Under Fallen Stars** The invasion from the depths spills into the Sea of Fallen Stars. Ancient underwater cultures and their human neighbours must unite for the first time in the struggle against an evil warlord. **\$11.00**
- 3: Realms of the Deep** A young mage tries to protect Waterdeep from the evil from the sea. A mortal tries to reach the Sea of Fallen Stars. A red giant tries to protect a fragile coral forest from destruction. **Due March** **\$11.00**

Counselors and Kings Series

- 1: The Magehound** In Halruaa only the society of Counselors can bring order. But among them is one in whom lies hidden the spark of magic. And the only one who can find this spark, and destroy it, is the Magehound. **April** **\$11.00**

GREYHAWK

GREYHAWK The Adventure Begins At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the deadly Bright Desert. A DM's dream. This 128 page guide gives you what you need to start a Greyhawk campaign. **\$38.00**

Greyhawk Player's Guide Enter the Flanders lands - a crowded cluster of kingdoms and states, great and petty, struggling for survival and supremacy against one another and countless foes both internal and external. Learn about the nations and cities of the world of Greyhawk; the leaders and rebels that effect this war-torn land; the races and creatures that inhabit it. **\$26.00**

Against the Giants Silver Anniversary. Revisit and go beyond the original Giant. Gygas adventure. Player characters must storm the steading of a hill giant chief, attack the rift of a frost giant lair, and invade the hall of a fire giant king. And then go even deeper into giant territory. 18 new encounter sites. **\$33.00**

Return of the Eight Evil forces are attempting to infiltrate a secret fortress and unlock vast magical power. And some old enemies of civilization in the Flanders have returned, trying to dominate the world. Unless the characters can pull off some really big miracles, the City of Greyhawk will be destroyed. **\$25.50**

Return to White Plume Mountain The smoking mountain lair of the sinister arch-mage Karpaxis holds the secrets to three powerful magic weapons, daring anybody foolish or brave enough to enter it. **Due Nov** **\$24.00**

Slavers Adventurers chase slavers across the coast, uncover their secret contacts, and attempt to destroy their hidden bases before a hideous plan to enslave the entire population of the free lands comes to pass. **April** **\$35.00**

The Scarlet Brotherhood The sourcebook on the shadowy villains of the World of Greyhawk, who have emerged from hiding to spread fear and terror throughout Tilverton, Hymenoland, & Amedeo. Includes new character classes for Scarlet Brotherhood monks and assassins, as well as Suel priests. **\$33.00**

The Lost Tombs Adventure Modules

- The Star Cairns** Begins a new epic, the *Lost Tombs*. Omens have predicted doom for Greyhawk, and the heroes must explore the five treasure laden but cursed tombs of ancient kings and wizards for the key to turning it aside. But where is the fifth cairn? **\$22.00**
- Crypt of Lyzandred** Part Two of the *Lost Tombs*. The heroes find a map to the fabled tomb of Lyzandred the Mad. His final resting place is filled with deadly traps, cryptic clues, and a vast garrison of guardians. **\$22.00**
- The Doomgrinder** Part Three of the *Lost Tombs*. Features a monstrous windmill called the Doomgrinder. According to legend, this windmill grinds out the worlds doom. Hundreds of adventures have tried to enter & failed. **\$22.00**

GREYHAWK NOVELS

- 1. Against the Giants** Brave heroes lead by an aging warrior battle fierce giants. Written by Ru Emerson, author of *Xona Warrior* Princess novels. **\$11.00**
- 2. White Plume Mountain** A hero, a pixie, and a sentient hell-hound go with a gleeful addition to pyromania battle the agents of the evil laz. Based on the classic Greyhawk adventure module. **\$11.00**

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

Chaos Spawn A Chaos War adventure. In the waning days of the Fourth Age, the agents of Chaos roam the land. Palanthas is under attack by daemons astride ferocious fire dragons, and the heroes are the only hope. **Due** **\$26.00**

Dragonlance 15th Anniversary Collection Puts back into print the original fourteen classic Dragonlance adventures. DL1 to DL14, also with new material and contains game statistics and rules for using the adventures with either the AD&D game or the DL Saga rules. Players can assume the roles of Raistlin, Tasslehoff, Tanis, and other Heroes of the Lance. **\$48.00**

12 Roleplaying Games: AD&D Dragonlance

Tales of the Lance A complete campaign package for the world of Krynn. An epic campaign of a terrible war and the righteous struggle against evil set in a magical land. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc.). **\$37.00**

Leaves from the Inn of the Last Home TSR have reprinted this non-gamer's reference book. 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! **\$32.00**

Leaves from the Inn of the Last Home Vol 2 Contains historical notes, records from the people of Krynn, recipes, drawings of gnomes, inventions, and a list of Kender insults. **\$37.00**

The Art of Dragonlance Saga At last - it's back! The visual creation of the Dragonlance World is depicted on top quality paper with art print after art print, with descriptions that include preparation sketches and ideas. **\$38.00**

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. **\$25.50**

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game universe in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling dice cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and map. **\$47.50**

A Saga Companion Answers rules questions and offers new ideas for hero creation including generating their backgrounds, alternate suggestions for magic use, and tips for introducing plot twists. **\$25.50**

Bestiary Provides readers with an ultimate guide to the animals and creatures of the DL saga - beasts from the classic tales set during the War of the Lance, as well as new monsters from the Fifth Age. Full of color illustrations. **\$47.50**

Citadel of Light This adventure and supplement explores the Citadel of Light, built by dwarves, protected by Solamnic Knights, sacred to pilgrims. Has two 96 page books and poster map. **\$38.00**

Heroes of Defiance Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. **\$34.00**

Heroes of Hope Part of the *Dragons of a New Age* adventure. Detailed source information lets you play Rose Knights, centaur shapechangers, Knights of the Skull, dwarven earth mystics, shamans, etc. plus an epic journey over land and sea to seek the Crown of Tides in a realm of aquatic elves - over a sea dragon lord's dead body! **\$34.00**

Heroes of Sorcery Only a magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age. **\$34.00**

Heroes of Steel First supplement for *Dragonlance: The Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1st part of an epic adventure that sets in motion the Dragons of the New Age saga. **\$30.00**

Palanthas A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. Learn the never before known secrets of the city. **\$22.00**

Rise of the Titans As a new race of ogres called the Titans goes on the offensive, you must rescue elves kidnapped by them. Also details ogre culture, geography, new hero roles, and ogre items & artifacts. **\$35.00**

Seeds of Chaos The Chaos War Adventures, Vol 1. You can play either as the Dark Knights of Takhisis or the Solamnic Knights of Palanthas during the invasion during the Summer of Chaos. But the true enemy is yet to emerge - a horde of chaos monsters & demons ready to destroy both sides. **\$26.00**

The Last Tower The legacy of Raistlin. Explore the mysteries of the Tower of Wyrms. With a history of the towers, trilogies of the traps and treasures around Wyrms, a catalog of magical items, and a book containing scenarios. **\$34.00**

The Sylvan Veil Saga Dragonlance: Dramatic Supplement. Let your heroes be the first to set foot outside the Silvanesti Shield into new lands, including the Silvanesti Forest. But the fate of an elven city soon rests in your hands. **\$35.00**

Wings of Fury A war of wylms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, the history of Krynn told from their perspective, attitudes, agendas, powers, etc. **\$37.50**

DRAGONLANCE THE FIFTH AGE NOVELS

- 1. The Dawning of a New Age** The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. **\$10.00**
- 2. The Day of the Tempest** It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage. **\$11.00**
- 3. The Eve of the Maelstrom** The two most powerful dragon overlords clash in a showdown for ultimate rule over Ansalon! The Blue Dragon plots against Malys in a bid for dominance over the other dragon overlords and her fury at his betrayal is massive & fiery. **\$11.00**
- 4. Relics & Omens** Short stories set after the Chaos War and in the dawn of the Fifth Age. Old companions and fresh heroes. New and ever more fantastical creatures. Banished gods and lost magic. Dragon Overlords taking over Krynn. **\$11.00**

DRAGONLANCE NOVELS

Dragonlance Chronicles

- 1. Dragons of Autumn Twilight** Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. **\$12.00**
- 2. Dragons of Winter Night** The adventure continues, treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. **\$12.00**
- 3. Dragons of Spring Dawning** Heroic dwarves with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. **\$12.00**
- 4. Dragons of Summer Flame** Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. **\$12.00**
- 5. The Annotated Dragonlance Chronicles** Contains *Dragons of Autumn Twilight*, *Winter Night* and *Spring Dawning*, plus notes, commentary, and original source material and observations by Weis & Hickman. **\$65.00**

Dragonlance Legends

- 1. Time of the Twins** The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him, Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. **\$12.00**
- 2. War of the Twins** Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a trap that will destroy him. **\$12.00**
- 3. Test of the Twins** Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are

flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. **\$12.00**

Dragonlance Tales

- 1. The Magic of Krynn** A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods. Another story asks is Raistlin truly dead? There are tales of sea monsters, etc. **\$10.00**
- 2. Kenders, Gully Dwarves & Gnomes** A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shipwrecked on an incredible gnomish sailing vessel. **\$10.00**
- 3. Love and War** A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past. **\$10.00**
- 4. The Best of Tales Volume One** Collected best short stories of the original Dragonlance Tales series, unfolding a world of heroism, magic and fantasy, including a new short story written by Margaret Weis. **\$13.00**

Dragonlance

- 1. The Reign of Istar** A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. **\$11.00**
- 2. The Cataclysm** The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. **\$11.00**
- 3. The War of the Lance** Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods of good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. **\$11.00**

DL Saga Heroes

- 1. The Legend of Huma** A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measane, his encounter with treachery among the Solamnic knights, his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? **\$10.00**
- 2. Stormblade** The powerful and secret Stormblade sword is stolen, and then turns up again, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. **\$10.00**
- 3. Weasel's Luck** Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agony, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. **\$10.00**

DL Saga Heroes II

- 1. Kaz the Minotaur** Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of civil incidents. When he wants the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and death. **\$10.00**
- 2. The Gates of Thorbarin** Beneath Skullpeak is a path to the gates of Thorbarin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbarin, but he will also open the realm to horror. **\$10**
- 3. Galen Benighted** Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. **\$10.00**

DL Saga Preludes

- 1. Darkness & Light** Tells of the time Sturm and Kitara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunatir during a war. Eventually escaping, the two separate over ethics. **\$10.00**
- 2. Kendermore** A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who picks one of everything, including kenders. **\$10.00**
- 3. Brothers Majere** Must to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing men. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. **\$10.00**

DL Saga Preludes II

- 1. Riverwind the Plainsman** To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical shaft and alights in a world of slavery and rebellion. **\$10.00**
- 2. Flint the King** Flint returns to his boyhood village and finds it a boomtown. He learns that the property he came from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king. **\$10.00**
- 3. Tanis - the Shadow Years** Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, embroiled and with a secret. Tanis becomes a traveller in a dying mages' memory, journeying into the past to fight a battle against time itself. **\$10.00**

DL Saga Villains

- 1. The Black Wing** The rise and fall of an evil dragon. The black dragon Kilisnath is awoken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. **\$10.00**
- 2. Hederick the Theocrat** Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic. **\$10.00**
- 3. The Dark Queen** Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. **\$10.00**

Meetings Sextet

- 1. Kindred Spirits** The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Quelindis, where he meets a young, unhappy elf called Tanis. When the elven princess Laaran declares her love for Tanis, a deadly rival frames him for murder. **\$10.00**
- 2. Wanderlust** When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phantoms to save both Tas & the Black Robes from a fate far worse than death. **\$10.00**
- 3. Dark Heart** The story of beautiful, dark hearted Kitara Uth Matar, from the birth of her twin brothers, Raistlin and Caramon, Kitara's growing faith in a new king, Glisath, and her search for her father throw her into the company of a roughish stranger whose fate is intermingled with hers. **\$10.00**
- 4. The Oath and the Measure** Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. **\$10.00**
- 5. Steel and Stone** Tanis, while on his way back from Quelindis, encounters the beautiful Kitara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. **\$11.00**
- 6. The Companions** Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. **\$10.00**

Defenders of Magic Trilogy

- 1. Night of the Eye** The three moons of Krynn align, and Guernard is visited by a strange mage. He journeys to the Tower of Wyrms, survives an incredible test to become the High Defender of the magical Lost Citadel. Only

then does he realize the enemies that he has made. **\$10.00**

- 2. The Medusa Plague** The people in Guernard's home village are turning into snake limbs, etc., and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guernard out of the Lost Citadel... **\$10.00**
- 3. The Seventh Sentinel** The survival of magic is once again in question in Krynn. Will Guernard and Bran Dith be able to stop Lyren, the renegade wizard, before he destroys Krynn's magic? **\$10.00**

Miscellaneous

- 1. Dragons of Krynn** An anthology of dragon tales - oops - tales. **\$10.00**
- 2. The Dragons at War** Companion to *Dragons of Krynn*, features a new collection of stories. **\$11.00**
- 3. The Dragons of Chaos** New short story anthology, features brave heroes, dark villains, differing races, and all varieties of dragons. **\$11.00**
- 4. The Second Generation** Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. **\$11.00**
- 5. Murder in Tarsis** Who killed Ambassador Bloodarrow? Time is running out for an unlikely trio of detectives. If they fail to solve the mystery, their reward will be death. Set in Tarsis during the cataclysm *October*. **\$11.00**
- 6. Tales of Uncle Trapspringer** The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! **\$11.00**
- 8. Silver Hearts: The Odyssey of Gilthanas** A novella and sourcebook. Follows the tale of the elf prince Gilthanas as he searches for Silvara, his dragon love. Along the way, readers learn about the many Krynnish sites that are steeped in magic and legend. *June/Nov*. **\$13.00**
- 9. Dalmarr the Dark** Among the elves, scribes are not considered worthy of the High Art of Sorcery, but Dalmarr cannot deny his talent. As war erupts on the borders, he quests along dark paths to find his destiny. *Jan*. **\$11.00**

Tales of the Fifth Age

- 1. Heroes & Fools** Short stories describing the terrible battles and brave exploits of heroes during the first decades of the Fifth Age, including a story of wayward Draconians by Margaret Weis. **\$13.00**
- 2. Rebels & Tyrants** Collection of short stories. As the land of Krynn groans beneath the rule of mighty dragons overlords, small bands of rebels spring up to battle the new oppressors. *The April*. **\$11.00**

DL Saga Lost Histories

- 1. The Kagonesti** The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. **\$10.00**
- 2. The Irida** Blessed with exceptional beauty and intelligence, the high ogres, the Irida, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. **\$10.00**
- 3. The Dargonesti** Tells the story of a wayward Quelindis princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. **\$10.00**
- 4. Land of the Minotaurs** Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfir - he is not what he seems, & all the minotaurs stand in peril. **\$10.00**
- 5. The Gully Dwarves** The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When their devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimmest of villains. **\$10.00**
- 6. The Dragons** From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. **\$10.00**

DragonLance Warriors

- 1. Knights of the Crown** The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. **\$10.00**
- 2. Maquesta Kar-Thon** Maquesta Kar-Thon races against time, high seas pirates, and her own indignation to win her father's freedom. **\$10.00**
- 3. Knights of the Sword** The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. **\$11.00**
- 4. Theros Ironfeld** The legendary life of Theros Ironfeld, the mighty funder of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. **\$10.00**
- 6. Lord Soth** The tale of the infamous dark knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. Can he redeem himself? **\$10.00**
- 7. The Wayward Knights** Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights. **\$10.00**

Lost Legends I

- 1. Vinas Solamunus** Chronicles the life story of the founder of the Knights of Solamunus. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamunus...but he wasn't always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. **\$10.00**
- 2. Fistantanditus Reborn** Details a fishy plot to revive the evil Fistantanditus, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilo the Kender prevent this? **\$10.00**

The Chaos War

- 1. The Doom Brigade** During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties - and the tin dragons, children of Chaos, are involved. **\$11.00**
- 2. The Last Thane** While the Hyla battalions are off fighting in the Chaos War, the lowliest clans plot insurrection, aided by demon creatures dispatched by Chaos. **\$11.00**
- 3. Tears of the Night Sky** A quest for the god Paladine becomes a test of faith for Crysania, blind cleric of Paladine. She is aided by a magical tiger companion. Also brings to life the story of Dalmarr the dark elf. **\$11.00**
- 4. The Puppet King** The elven nation of Silvanesti has been torn asunder by the nightmares of a king, Glisath. But his nephew, Porthos, returns home, and finds he must choose between blood and honor. **\$11.00**
- 5. Reavers of the Blood Sea** In the midst of the Knights of Takhisis fighting the minotaurs, armies of Chaos plunge into the heart of Ansalon. Now bitter enemies must unite against the greater threat. **\$11.00**
- 6. The Siege of Mt. Nevermind** The Knights of Takhisis must take Mt. Nevermind, but they don't take into consideration the gnomes who defend the mountain, including a not-so-bright gnome inventor And, because they are gnomes, their adventures are punctuated with one or two explosions. **\$11.00**

Bridges of Time Series

- 1. Spirit of the Wind** Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malystyr, a dire new threat following the Chaos War. **\$11.00**
- 2. Legacy of Steel** The Knights of Takhisis are gathering in the evil city of Neraka, with plans to go to war. Sara Dunstan seeks to thwart them by forming a new order of knights. But will it be enough? **\$11.00**
- 3. The Silver Stair** Goldmoon and her followers begin to build the Citadel of Light, to study a newly discovered magic. But two forces challenge her, a

Solamnic Knight, and another hidden by mysterious & dark shadows. \$11.00

4. The Rose and the Skull The weakened Knights of Solamnia ask their old enemies, the Knights of Takhisis for help. But when the Grand Master of the Knights of Solamnia dies abruptly, the leadership and very existence of the knights is challenged. \$11.00

5. Dezza's Quest During Krynn's Second Cataclysm an ambitious centaur chieftain makes a terrible pact with Chaos. Ten years later, smoldering under the consequences of that pact, a lone Centaur journeys to Solace, seeking help from Caramon, aging hero of the Lance. \$11.00

The Raistlin Chronicles

1. The Soulforged Prequel to the Chronicles Trilogy, following Raistlin's journey from a six year old to becoming a wizard, but first he must survive the dreaded Test. \$13.00

2. Brothers in Arms In the fiery siege of the city of Hope's End, young Raistlin must leave behind his ideals to save himself & his brother. But far away Kitara Uth Matar, their half sister, begins her rise to power as a future dragon highlord after her soul is forged in the heat of battle. \$13.00

The War of Souls

1. Dragons of a Fallen Sun Forty years have passed since the devastating Chaos War. But now a violent magical storm sweeps over Ansalon, bringing floor and fire, death and destruction. Hardcover. *Due March*. \$50.00

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed CAMPAIGN SETTING: DOMAINS OF DREAD Vampires, werewolves, tormented castles, and all things hair-raising come to AD&D in this campaign. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. \$54.00

A Guide to Transylvania The only traveller's guide to the heart of the Gothic Earth. Here in detail is the setting for infinite adventures in the hunting ground of vampires, golems and werewolves. \$22.50

Carnival This mysterious Carnival is not a simple freak sideshow - its performers are those needing a wandering haven to shelter in. But nothing at Carnival comes without a price. Full of dark secrets plus the price! \$26.00

Champions of the Mists A collection of popular heroic figures from Ravenloft novels, with full histories and gaming stats, rules for using fire-arms in the Lands of Dread. \$22.00

Children of the Night: The Created Thirteen ghouls - each a unique and horrifying created construct of myriad materials, presented with complete descriptions and short adventures. 96 pages. \$35.00

Children of the Night: Ghosts Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. \$29.00

Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strahd von Zarovich's granddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. \$27.00

Children of the Night: Werewolves Each of the 13 beasts in this book are presented with their own history, special case, and mini-adventure, that will test the mettle and wits of novice and experienced players. \$31.50

Forged of Darkness Discover many unique magical artifacts of the Darklords. The dark history behind each mystical artifact in this collection and the curse associated with it is revealed. \$22.50

The Gothic Earth Gazetteer A complete sourcebook for *Masks of the Red Death*, with new info for gaming in the 1890s, complete history of that deadly 12 short adventures, etc. \$17.00

RR4 Islands of Terror 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady fallen from grace. \$22.50

RR8 Van Richtens Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. \$22.50

The Nightmare Lands A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. \$34.00

The Shadow Rift In the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenloft's core. It's up to the heroes to prevent one of mankind's greatest enemies from finding his way through the Shadow Rift. \$39.00

Van Richtens Guide to the Ancient Dead The mummies of Ravenloft. There is more to these creatures than just crumbling bones and undead flesh from their tombs. \$20.00

Van Richtens Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. \$20.00

Van Richtens Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richtens's son and sold him to a vampire. \$20.00

Van Richtens Monster Hunter's Compendium Vol 1 Collected together for the first time, has the complete texts from Van Richtens's Guides to Vampires, werewolves and The Created, i.e. golems. Updated and presented for use in any AD&D setting. *Due November*. \$46.00

Van Richtens Monster Hunter's Compendium Vol 2 Collected together for the first time, has the complete texts from Van Richtens's Guides to Vampires, werewolves and The Created, i.e. golems. Updated and presented for use in any AD&D setting. *Due November*. \$46.00

Van Richtens Monster Hunter's Compendium Vol 3 Collected together for the first time, has the complete texts from Van Richtens's Guides to Vampires, werewolves and The Created, i.e. golems. Updated and presented for use in any AD&D setting. *Due April*. \$46.00

RAVENLOFT ADVENTURE MODULES

RE1 Adams Wrath A Frankenstein adventure, where PCs must try to stop Dr. Mordenheim's hideous monster. \$17.00

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient mahatma - evil masters of illusion & deception. Levels 8-12. \$17.00

RMS Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR has neglected to provide any plot motives, but they did say "Werewolves are hot," thanks TSR! \$17.00

RQ2 Thoughts of Darkness Blatant (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an illfated High Master is hatching vampire mind flayers in an attempt to achieve immortality. \$17.00

A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. \$25.50

Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Dark Lord. \$17.00

Death Unchained In the land of Dementium, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Lord is behind this grim harvest. \$22.50

Death Ascendant Sequel to Death Unchained. The Ebon Lord's web of

intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. \$22.50

Neither Man Nor Beast The heroes have a confrontation with Frankist Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. \$17.00

Servants of Darkness Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure. For levels 4-6. \$22.50

The Awakening For Player Levels 7-10. A mummy wakes up and starts to cause chaos in Ravenloft. \$17.00

The Forgotten Terror Adventure. A crossover to the Forgotten Realms campaign concludes the story are begun in the Castle Spulzner adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. \$22.50

Vecna Reborn One of AD&D's most notorious villains is now one of Ravenloft's darklords, although trapped in the Demiplane of Dread. Now he's trying to bridge the gap between the land of the Mists and his home. \$25.50

RAVENLOFT NOVELS

The Ravenloft Series

1. Vampire of the Mists Jander Sunstar, an elven vampire, forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. \$10

2. Knight of the Black Rose The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. \$10.00

3. Spectre of the Black Rose Sequel to the above. Lord Soth fights to keep his reign of terror from crumbling. Even as he struggles to defeat his enemies, rumor reaches him that the White Rose haunts the land. Has Kitara finally returned to Soth, or is this another spectre from the past? \$11.00

3: Dance of the Dead Larissa is a dancer on a riverboat that journeys to a zombie-plagued island. The music is chilling, and Larissa must master the Dance of the Dead to save herself. \$10.00

4: Heart of Midnight Casimir has inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. \$10.00

5: Tapestry of Dark Souls The monks' hold over the Gathering Cloth, containing some of the vilest evils in Ravenloft, is slipping. They only hope is to a strange youth. \$10.00

6: Carnival of Fear \$10.00

8.Mordenheim \$10.00

9.Tales of Ravenloft Anthology \$10.00

10. Baroness of Blood A novel about a young lady's father is bedeviled by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. \$10.00

11. Death of a Darklord A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakkas. But who is their real target? \$10.00

12. Scholar of Decay Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong willed before the sun goes down. \$10.00

13. King of the Dead The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. \$10.00

14. To Sleep with Evil A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. \$10.00

15. Lord of the Necropolis By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. \$10.00

16. Shadowborn Alex Shadowborn sets out to discover who is desecrating a local cemetery, and the encounter leaves him forever changed, with the curse being linked to an assassination of a family member that occurred twenty years ago. \$10.00

Earthdawn

EARTHDOWN RPG FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the five races of Barsaive are pitted against the evil Empire of Throm, as well as the monstrous creatures roaming from the Scourge. By FASA, A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. \$15.00

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. 50 creatures. \$13.00

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, risk'ring, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. \$13.00

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing gnomes and Lightbeaters, rules for ship combat, etc. \$13.00

Earthdawn Survival Guide Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea, the Mist Swamps, and the Wastes. \$13.00

Horror The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful & destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest & most dangerous remained behind. \$30.00

Legends of Earthdawn Vol 2: The Book of Exploration Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. \$17.00

Magic: A Manual of Mystic Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. \$30.00

Prelude to War The arrival of a city-sized stone arship marks the long-dreaded return of the Thran Empire to Barsaive, the first step in the Thran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity - a bad sign for the other races. \$24.00

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect. They find themselves caught between the Horror and a Dragon. \$17.00

Sky Point Adventures From a search for stolen coins belonging to a Thran Noble house, to a vital document falling into a master criminal's hands, to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. \$17.00

Elic!

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaosium.

Elic! RPG A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elic Saga With 158 pages, featuring a new map of the Young Kingdoms. Reprinted \$37.00

Atlas of the Young Kingdoms Vol 1 Discusses the Sighing Desert, the Weeping Waste, heaven, Tandel, horrible Nadsoor, the ancient evil of One and the Forest of Trees, fast-traveling and progressive Innara. \$30.00

Elic Screen 6 panel screen plus loads of goodies. 4 miles reference cards, bookmark with index, character record sheets, 11x17" map of the world. \$25.50

Sailing on the Seas of Fate All the information needed to expand your

campaign across the mighty oceans of the world. Ship and sailing rules. \$22.00

The Bronze Grimoire The magical supplement includes new enchantments, new spells, elements, & disturbing new demon breeds. \$22.00

The Fate of Fools Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennai? \$18.50

The Unknown East Twelve thousand years ago a strange people settled an island, changed the world and changed themselves. Melinboms and her chess patrons warned against the Monastri, supporters of the balance. \$30.00

Epiphany: Legends of Hyperborea

Epiphany: Legends of Hyperborea RPG A brand new release from BTRC. In this complete discless role playing game, Atlantis is alive! Atlantis Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. \$12.00

Fading Suns

SCI-FI Set in mankind's far future, where a new dark ages has fallen. By Holistic Designs.

FADING SUNS RPG 2nd Ed It is the dawn of the sixth millennium after Christ and the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 308 illustrated pages rich in background and information, as well as a star map. Hardcover. \$65.00

Byzantium Secundus Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intrigue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lie in their own backyard. This world's darkest pits hide unimaginable evil... \$33.00

Children of the Gods One of the earliest sentient alien races humanity discovered was the Ur-Ukhan, who were peaceful. Their humanity met their violent cousins, the Ur-Ukhan. These two races were gifted by the gods, the ancient Anunnaki jumpage builders, with unique technologies. \$22.00

Fading Suns GM Screen & Weapons Compendium A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the most exotic Symbolist guns. \$22.00

Fading Suns Players Companion 208 pages including new Blessings and Curses, Benefits and Afflictions, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character rules: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changel. \$45.00

Forbidden Lore: Technology Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, vehicles, economics, think machines, cybernetics, etc. \$25.50

Hawkwood Fiefs Home to Alexius before his ascension, and centre of intrigue for one of the major powers. Maps, history, worlds, etc. \$13.00

Letters of Marquer: Starship Deckplans Five starships are featured, each depicted on 25mm scale maps, perfect for boarding actions or roleplaying game fights from corridor to corridor, stateroom to engine room. The ships are an explorer, escort, frigate, another frigate, and luxury liner. \$30.00

Lords of the Known Worlds Nobles are the unquestioned rulers of the universe. Few are privy to their lifeways and secrets, and the great unwashed understand little of the perks and problems associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility, & Vorox lords. \$30.00

Merchants of the Jumpweb The merchants own the stars. Without their high-tech savvy and the loans from their coffers, travel and commerce would grind to a halt. Here are the histories and modus operandi of the Merchant League guilds, from the free-wheeling Charloeters, weird Engineers and savvy Servers. Also a cost-of-goods list, laws of crime and punishment. \$34.00

Noble Armada See the minutiae section. \$100.00

Priests of the Celestial Sun The nobles may rule the secular lives of the Known Worlds, but the Church guards their souls, and in doing so, dictates to the nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. \$32.50

Sinners & Saints Here is a rogues gallery of people and creatures from the Known Worlds and beyond: noble rivals, priests, space pirates, deadly mercenaries, assassins, alien animals. Each comes with its own sheet for ease of use by players & GMs. \$27.00

The Dark Between the Stars The Anunnaki left behind many strange devices and their ancient secrets lie buried on many worlds - secrets which can bring salvation or destruction. But they are their works are not the only mysteries, for strange entities lurk in the void, tempting humans and aliens to do evil. \$33.00

War in the Heavens: Lifeweb The first source/adventurebook in a trilogy, detailing the Symbolists, a strange, horrific alien lifeform intent on consuming humanity through a chilling metamorphosis. Details history (which makes a great read), culture, metamorphic powers, and an adventure with the Empire's fate at stake. \$37.00

Weird Places Roam the strange fields of Puntateuch. Discover a secret Lost World hiding a powerful artefact sought by all. Uncover a hidden barbarian fortress on Kunga Ship out to Bannecock to halt a deadly Symbolist excursion. Search the haunted chapel of Mantoux for lost lore. Or dock at Barter, a travelling marketplace in space. With stunning B&W artwork. \$22.00

Fading Suns Novels

The Sinful Stars: Tales of the Fading Suns The first anthology to the Fading Suns universe. Stories include a search for an ancient relic that bends time; nanotech research releases an ancient evil; a priest tries to find relief from his sins; espionage entangles a poet, etc. \$29.00

Fantasy Legend

FANTASY LEGEND RPG The world of Faldor is a dynamic place. Young, would-be heroes come from all over the world in an effort to control natural resources, land and key geographic points in their quest to gain fame and prestige. Whether they are dwarves, elves, gae, or any other race, they are all seeking to become legends in their own time. This game gives players the best of both miniatures and roleplaying games, in the one book. The system is fast, easy to learn, and works equally well for games where players control just a few miniatures to literally hundreds. Based on a D10. \$46.00

Feng Shui

FENG SHUI RPG Re-released by Atlas Games. The true power of Feng Shui is known only to a few - too bad they all want you dead. Bad guys are corrupt gods, the woad-worship to wage a secret war, powerful sorcerers, modern-day masterminds, cyber-chemical scientists. They have almost won, but you and your buddies are in their way. You are secret warriors - butt-kicking, kung-fu fighting, spell-clucking, pistol packing badasses. New format with new artwork.

14—Roleplaying Games: Forge Out of Chaos - Harnmaster

layout and hardware. But text remains the same as previous version. **\$55.00**
Golden Comeback Conversion rules for everything to good old boxing transformed animal shacks, crazed creaturecombs, gun shacks, high tech gadgets, rules for Hong Kong style car chases, etc. **\$37.00**
Seed of the New Flesh Gives you all you need to know to fight the good fight of 2056. Info about Buro resistance movements, what awakens the CDCA is cooking up, mind control technology, etc. **\$37.00**

Forge: Out of Chaos

FORGE: OUT OF CHAOS RPG A forgotten world awaits you. It was once a paradise but is no longer! Once beautiful landscapes are now swamps, desolate wastes and jagged mountains. The calm and gentle rain has turned to force storms of fire and ice. Nothing of paradise survived the Banishment! Not even the gods. The world is now plagued with monsters. These hideous creatures survived the Banishment, hidden in secret lairs beneath the mountains. Slowly they have returned, devouring hapless travellers, soldiers and small frontier villages. But you and other heroes like you have emerged to hunt down these beasts - and the battle is joined. With 11 detailed races, select proficiencies such as Assassination or Mounted Combat, no arbitrary experience points. More than 70 monsters, 6 types of wizards, etc. 202 pages. **\$38.00**

Tales that Dead Men Tell The ruins of Kamon Manor have become alive with strange noises and ringing bells. Soldiers sent to investigate never returned - now it's up to the player characters to find out what's up. **\$15.00**
The Vemora From the village of Dunneton, you have been asked to investigate the fallen halls of Thornburg Keep. **\$14.00**

FUDGE

FUDGE RPG A freeform universal do-it-yourself gaming engine. The basic rules are for experienced game masters, but players can range from novice to experienced. Can be used with any genre. Completely customizable. FUDGE provides the building blocks you need to create your own game system. There are no fixed attributes, it is a skill-driven system, attributes and skills are word based, simple action resolution system, etc. No campaign background info. **\$19**
A Magical Medley A supplement that compiles a variety of magic systems including bioenergetics, Celtic magic, magical items, and a complete magical adventure in the classical dungeon-crawl style. **\$30.00**

FURRY PIRATES

FURRY PIRATES RPG Swashbuckling in the furry age of piracy. Detailed character creation rules let you portray any furry species, including bears, birds, dogs, rats, bats, cats, lions, kangaroos - you get the picture. Complete background of the Furry World's Golden Age of Piracy including Europe, the Americas, Caribbean, Africa, Far East, and High Seas. Complete rules for melee combat on docks, battles between ships-of-the-line, and magical rituals cast by secretive members of unknown cabals. **\$42.50**

Gatecrasher

GATECRASHER RPG High tech and high wizardry struggle for supremacy in this science/fantasy world. Armored knights board space shuttles to pursue dragons across the solar system. Lycanthropes on Saturn's moons howl at the full planet overhead while cybernetic eyes inspect their power armor. This all happened when a 22nd century prospector accidentally opened an ancient transdimensional gate on one of Jupiter's moons, letting magic back into the world. Player characters have special abilities and supernatural powers. Based on the FUDGE system. **\$30.00**
Believe it or Else! An adventure supplement. Presents professions, story background, cultists and societies, comrades and criminals, artifacts, genetic engineering, creatures, places, spells, etc. **\$20.00**
Santa's Secret Adventure. The appearance of magic into the world caused Santa Claus and his elves to become real. But disaster has befallen them. **\$8.00**

GEMINI

GEMINI RPG A beautifully produced roleplaying game featuring hardback cover and many plates of color art. The sun has been veiled and the Dark Marty released. An ancient darkness emerges from beyond the Iron Gate, waking the slumbering demon. Darkness infiltrates the Church's inner circles. Powerful sovereigns squabble and reject alliances offered by the Church to fight the Darkness. The Elven Queen mourns her vassal's fall to the Darkness. The dwarves own fight amongst themselves. The only hope is crusaders like yourself you stand against the Darkness, and a pair of twins whom are lead by their guardian towards the Iron Gate, hoping to close it forever. **\$50.00**

GURPS

GURPS BASIC RULEBOOK 3rd Ed. An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson Games 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, creature creation, record sheets, etc. **\$47.50**
GURPS GM Screen Two two-panel GM Screens with up-to-date charts, tables, etc. Also has the 32 page GURPS-Lite, which is a simple introduction to the GURPS RPG, i.e. all the fundamental rules, but not the options. **\$20.00**
Authentic Thaumaturgy Not specifically for GURPS, but can be used with any RPG. Describes a real-world basis for magic and psi abilities, and how to create realistic magical systems for RPGs. **\$39.00**
GURPS Alternate Earths Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. **\$34.00**
GURPS Alternate Earths II Six more alternate histories. What if the Vikings had founded a world-spanning empire? What if England had suppressed the American revolution? What if China became a superpower? **\$37.00**
GURPS Arabian Nights Flying carpets and magic lamps, fleshing scimitars and scheming viziers, crusaders, Mongols and Bedouins, sultans, poets, merchants and the original Assassins. Confront the terrible shipshifting Djinni. 128 pages. **\$37.00**
GURPS Autoduel 2nd Ed Set in our post-apocalyptic world, based on the Car Wars boardgame. It's a world devastated by war, famine and despair... on lawless highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. **\$34.00**
GURPS Black Ops Vampires, werewolves, demons, strange things living in the sewers, ancient alien visitors. You work for the Company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. **\$34.00**
GURPS Bio-Tech Who needs silicon and steel? Upgrade your old body with steroids and smart drugs, transplants and viral nano... or just get a new one. Or maybe you don't think being human is so great? Then improve on nature, with engineering and genetic engineering. Or just go parahuman - you can be a cat! **\$40**
Cardboard Heroes Steve Jackson have reprinted all of their stand-up and flat fantasy cardboard heroes. There are 400 stand-up figures, and 300 flat counters for traps, dropped weapons, creepy crawlers, etc. A suitable accessory for any fantasy RPG. **\$40.00**
GURPS Celtic Myth Standing stones, headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. **\$34.00**

GURPS Compendium I Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. **\$45.00**
GURPS Compendium II Combat and Campaigns. A digest of advanced rules for combat and injury, healing, mass combat, hazards and threats such as decomposition and radiation, campaign design and equipment. **\$44.00**
GURPS Discworld The World Is Flat! It rests on the back of four giant elephants, who in turn stand on the back of a great turtle. Based on the popular novels, also includes GURPS Lite, simplified rules that let the game be played on its own. This humorous game is complete with Discworld, a guide to the best inns, Things From the Dungeon Dimensions, Gaspode the Wonder Dog, the Circle Sea, the features of Ankh-Morpork city, etc. **\$50.00** Hardback **\$65.00**
GURPS Dinosaurs Gigantosaurs, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws", Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex... their fossil bones inspired myths of dragons and other monsters. Their images still terrify today. Visit their world - or have them visit yours. **\$34.00**
GURPS Egypt All you need to roleplay in ancient Egypt. Who was Sine? How is Horus related to Ra? Why does it matter if the Nile floods every year? Why mummify everything? Gives history, an Egyptian bestiary, religion, magic, daily life, & pyramids! **\$38.00**
GURPS Fantasy Bestiary Valuable for any game, not just GURPS. Over 250 extensively researched (from authentic folklore and legends all over the world) descriptions of fantasy animals and plants. From nuisances to monstrous titans. Separate chapters cover Dragons and other Fantasy Plants, all the spells needed for the magical beasts and plants are included. **\$37.00**
GURPS Fantasy Folk 2nd Ed From the tiny winged Eilaylon to the tall Giants, this book brings 24 nonhuman fantasy races to GURPS. **\$30.00**
GURPS Goblins The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devils, evil creatures which includes gnomes, hobgoblins, trolls, ogres, etc. They come in whatever shape, size and color they please. **\$37.50**
GURPS Greece Quest for Gough. Historic age of legends, with Hercules, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur, or campaign in historical Greece. This supplement covers both in detail. **\$34.00**
GURPS High Tech 3rd Ed Weapons and equipment from the 14th century to the present. From the rise of gunpowder to today's modern weapons. Includes personal weapons, personal armor, heavy weapons, explosives, communication and vehicles, medicine and tools. **\$37.00**
GURPS Illuminati The Secret Masters have denied all knowledge of the conspiracy theories put forth in this recently published book. "To begin with, we don't even exist," said a spokesman, "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" **\$36.00**
GURPS In Nomine Oh dear. Now you can play in Nomine with the GURPS system. Wow. Why not just play it with its own system? **\$44.00**
GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6) No black holes on campus. Except small ones on pizzas; 7) No antimatter on campus. either, Even on pizza; 8) Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! **\$32.00**
GURPS Japan Second Edition. Adventure in Japan in the days of the Shogun. Experience the rigid etiquette of the Emperor's court and the demon haunted wastes of the wilderness. You can adventure as a samurai or ninja, or as a western explorer discovering Japan for the first time. **\$37.00**
GURPS Mage: The Ascension 192 pp book that allows players to play MAGE using the GURPS rules system. **\$38.00**
GURPS Martial Arts 2nd Ed Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. **\$38.00**
GURPS Magic Items 1 Enchanted swords, marvelous rings, animated armor, povertstones, wands and staves - hundreds of original enchanted items. Also information on making and selling magic items. 128 pages. **\$37.00**
GURPS Magic Items 2 From magical weaponry to marvelous tools, contains 450 completely new items, described in detail. Also rules on the creation and use of spellbooks, magical quirks & enchantment. **\$40.00**
GURPS Mecha From battlesuit space marines making an orbital drop to eliminate Japanese anime action featuring giant walking tanks piloted by beautiful alien princesses. GURPS Mechs covers the entire genre of mecha action! Easy-to-follow step-by-step guide to building mecha, advanced rules for options like transforming; even steam punk mecha! **\$37.00**
GURPS Myth Hardened legions free off against mad archmages and a bloodcurdling ghastly creature, based on the computer game. **\$37.00**
GURPS New Sun Explore the majestic posthistory of Gene Wolfe's award-winning science fiction, a setting that spans all of human achievement and time. Molds fantasy and technology. **\$37.00**
GURPS Places of Mystery Have you ever wanted to visit Stenchenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shambhala and explore the Dungeons beneath Ayers Rock. 128 pages. A good read. **\$34.00**
GURPS Planet Krishna From the classic Vignettes by L Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans except for their green skin and feathery antennae; six legged yokels, sea-monsters, etc. **\$34.00**
GURPS Psionics Spies and police who can read your thoughts. Mysticism merged with ultra-technology. Psychic vampires. Telepathic computers. Mass minds of terrible power. Also complete campaign background where a powerful psi struggle with secret government agencies. 128 pages. **\$37.00**
GURPS Robots A cold-eyed stare from the shadows of the alley... the spine-tingling scrape, scrape as metallic feet drag along the concrete... the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots. Do they need us? **\$38.00**
GURPS Russia Enter a land of white snow, red blood and black humor. Explore the world of Russian folklore and fairytales, with all sorts of magically enchanted creatures. **\$37.00**
GURPS Space 3rd Ed Scientifically accurate rules for creating star systems & planets; how to create futuristic & alien governments and societies; self-equipment lists; a self-contained GURPS-Vehicles compatible starship construction system; complete ship combat rules that require no counters; many types of dangerous space environments and atmospheres, etc. **\$37.00**
GURPS Special Ops 2nd Ed Elite forces penetrate enemy lines to strike critical targets, strike teams rush to free hostages, train civilization into an army. Fully revised edition which covers the new nations and alignments of the post-Soviet era, and updates the rules for creating spec-ops soldiers with the new GURPS template system. **\$37.00**
GURPS Supers 2nd Ed Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design wholly new super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. **\$38.00**
GURPS Swashbucklers 3rd Edition Pirates, musketeers, and highwaymen all come alive in this world book. **\$37.00**
GURPS Technomancer A wordbook that combines magic and high-tech. And it is NOT Cyberpunk. No netrunning, no brain-jacks, but lots of action. F-15s versus dragons, and the Cold War fought by Wizards. It all started when the Trinity A-bomb test opened a gate between worlds. **\$37.00**
GURPS Time Travel Rules for fitting around time, past, future. **\$38.00**
GURPS Ultra-Tech Sourcebook for the 21st century. Covers personal weapons, personal protection, heavy weapons, medicine, tools and repairs, and gadgets galore. **\$34.00**
GURPS Ultra-Tech 2 Hard-core, hard-wired hardware: from galling carbines and Gauss shotguns to squirt pistols and killer nanomachines. Also discover medical nanotechnology and lots of new wonder drugs: electrothermal guns, etc. **\$38.00**
GURPS Undead Everything from subtle hauntings to undead necromancers, from Gothic vampires to brain-eating zombies. Also history of beliefs in the undead, rules for ghosts,liches, mummies, revenants, shades, shadows, zombies, skeletons, wights, vampires, etc. guidelines for creating undead, a dozen classic undead archetypes, sample characters, etc. **\$37.00**
GURPS Vampire Allowing you to play Vampire stuff with GURPS rules. **\$34.00**
GURPS Vehicles 2nd Ed 208 pages. From rowboats to racing cars, balloons to battlesuits, trains to teleports - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. **\$45.00**

GURPS Warehouse 23 The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the disassembled corpses of Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Ana 51" or "Hanger 17", being a government installation hiding the truth from the public. **\$34.00**
GURPS Warriors Has 29 soldier, warrior, specialist and high-tech fighters archetypes and templates, and covers soldiers from all time periods, past, present and future, from history and fiction; and 116 ready-to-use sample scenarios with historical and fiction info on tactics & technology. **\$37.00**
GURPS Werewolf Allows you to play Werewolf with GURPS. **\$38.00**
GURPS Wizards Introduces GURPS new template system, designed to streamline character creation. Has 28 wizard archetypes such as elementalists, enchanters, healers, illusionists, seers, druids, rune-mages. 112 ready to use sample characters. **\$38.00**
GURPS Who's Who Match wits with Caesar, look blades with Sir Richard Burton or share dance moves with Mata Hari in this collection of biographies and game stats for 52 of history's most exciting characters. **\$37.00**
GURPS Y2KASH Ten popular GURPS authors take a long look at all millennium's end fears, from computer crashes to global warming, from a nuclear apocalypse to the Biblical Apocalypse. **\$37.00**
Murphy's Rules Not actually for GURPS nor even a game product. This 74 page book contains hundreds of cartoon skits including all the stupid rules found in roleplaying games and videogames over the past ten years. **\$28.00**

GURPS Traveller

GURPS Traveller 2nd Ed Revised edition. Returns us to the Traveller storyline that everyone loved - this is the official alternate universe for Traveller in which the Rebellion never occurred, the Vinta was never released, and the Emperor Strephon rules an intact Third Imperium. All tied with GURPS rules, which also cover modular starship construction full compatible with GURPS Vehicles, a space combat system for ships, etc. **\$42.50**
GURPS Traveller Hardback Same as GURPS Traveller but this version sports a hardcover. **\$55.00**
GURPS Traveller Alien Races 1 Two major races, the human descended Zhodani with psi powers and the Vagrs, a race of canines. And three minor races, the tyrannosaurian Drakons, the archaic Clodas and the enigmatic Shoal. With starship deck plans, vehicle designs, weapons, PCs and NPCs, history, culture, etc. **\$39.00**
GURPS Traveller Alien Races 2 Presents Aslan (a warrior race that values honor and glory) and K'kee (vegetarians intent on killing all meat eaters), examining biology, home worlds, culture, & society. Also two minor species, the aquatic parasitic Invs, & the Devi Intelligence, sentient fungi. **\$39.00**
GURPS Traveller Behind the Claw The Spinward Marches sourcebook. Over 400 star systems are described in detail, essays on the Imperial Nobility, a detailed history, GM info, current events, etc. **\$39.00**
GURPS Traveller Far Trader Develop sector-wide trade routes, start your own character-run business, make contracts, exploit opportunities, learn how to run a commercial starship, run interplanetary campaigns, including free traders, smugglers, and pirates, etc. 15 character templates. **\$39.00**
GURPS Traveller First In Explore the edges of known space and face a thousand unknown challenges in this sourcebook for the Imperial Scout Service. With deck plans of four scout ships, scouts organization, equipment, missions, also the process of exploration, etc. **\$39.00**
GURPS Traveller Star Mercs Now you can run a military campaign! Experience combat and a soldier's life in the 57th century, recruit, equip and organize a mercenary unit, a comprehensive list of weapons and other equipment, and deck plans for the 800-ton Broadsword cruiser. **\$37.00**
GURPS Traveller Starports Patrol, trade, and s-bait routes are the lifelines of the Imperium, and starports are their anchors. Crucial source of goods & info, also havens for smugglers, fugitives and black criminals. **\$39.00**

Harnmaster

FANTASY A fantasy world with an extensive, rich background. By Columbia Games.

HARNMASTER RPG 2nd Ed The long awaited 2nd Edition rules for the Harnworld fantasy world setting. This edition has been completely rewritten, with an emphasis on ease and use an fun. The rules are presented in a modular format, with dozens of optional rules that allow you to customize your own level of detail. All pages are printed on cardstock, with extensive use of color. Characters have personal histories and distinct personalities. Skills are derived from character attributes and improve with experience. Combat depends on weapon skills and experience. Does not use "hit points". You receive injuries to your body, and these wounds take time to heal. **\$69.00**
Pilots' Almanac Maritime and piloting rules for Harn. With this module it becomes possible for PCs to go to sea and follow a career as a pilot, pirate, or maritime trader, or a combination of all three. With 4 gorgeous color maps. **\$40.00**
HarnMaster Character Sheets Pad of character sheets in full color. **\$15.00**
HarnPlayer Comprised of three parts. The first is an overview of the geography, politics, economics, law, religion, and history of Harn. The second covers the Harnic legends and folklore. The third is a players' Harnic Dictionary, a comprehensive alphabetical reference which players can look up on an ongoing basis. **\$35.00**
HarnMaster Magic Features extensive rules for generating and running a Shek-Pyr (mage) character; enchantments and spells for each conivocation; optional and advanced spellcasting rules, etc. **\$53.00**
HarnMaster Religion Features extensive rules and background for generating and running a cleric character for each of ten different religions, plus rituals (miracles) for each religion and churches; the ten major deities are explained along with their mythsos and churches; etc. **\$53.00**

HARNWORLD 2nd Ed This is a realistic medieval environment for fantasy gaming. Using any rule setting, you can now create and plan your own quests and adventures within a complex and detailed fantasy background. Quality, detail and consistency are evident on every page. This two book set includes a stunning color map of Harn, along with an overview and detailed index of the cultures, economies, geography, history, politics, and religions of the island. It covers Keldra and Lythia with the same detail. **\$53.00**
100 Bushels of Rye Adventure in which the players must investigate the violence at Loban manor and Amba mine, and then if possible solve the mystery. The village of Loban has been mapped and described in some detail. **\$27.00**
Azadmere A dwarf mountain kingdom and city. Includes a color map of this impressive walled city, plans of the city's internal network, and history, culture, religion and economy of this region. **\$29.00**
Castles of Harn All eight sites in Castles of Harn include a color local map, interior plans of each castle, and a key to special features in each settlement. **\$32.95**
Castles of Orbaal With a full color map of the Viking Kingdom of Orbaal, showing all major settlements, roads, trails, etc. With an index of political, social, and economic for each settlement. Features four castles in detail including color maps, detailed interiors. **\$32.95**
Chyblisa A tiny feudal kingdom in eastern Harn, ruled by Verlid II. Chyblisa maintains a fragile independence from Kaldor and Melderyn, both of whose kings have claims on her crown. Includes full color map, history, etc. **\$27.00**
Curse of Hlen An adventure set in the locals of Born, Hlen, Varaxis, and the City of Nascent Visions, which is a great city in Yashlin, fought over by legions of Laran and thirty other parties centuries. It is currently held by an ambitious warlord of unknown origin. And Panage awaits your arrival... **\$32.95**
Dead of Winter A murder mystery adventure set in a Laranian abbey in Kandy, with rich descriptions of the abbey and

surrounding locale. Can your characters find out who is murdering the clerics? **\$27.00**

Kaldor The Kingdom of Kaldor is on the verge of a succession crisis. The aging king has no legitimate heir, and contenders for the throne are jockeying for position. A large color map of the kingdom is included, with political, historical, economic, and cultural notes. **\$37.00**

Kiraz: the Lost City Now and then an adventurer grump brave from too much ale, and greedy from tales of treasure, comes to Kiraz. If he is not enslaved or slain by the Equani or gargun, he may just manage to escape. **\$27.00**

Nasty, Brutish & Short Contains details on the unique Gargun (orc) cultures of Hani, color maps, and interior plans of four caverns, and six related orc-bashing adventures. **\$21.00**

Orbaal This fragmented and unruly northern kingdom, was a Jarin realm before being conquered by Ivinian vikings. Includes notes on the history and culture of Orbaal, genealogical data on the royal clan, and a color page of heraldry for thirty-eight great clans. **\$32.95**

Shorkyne A large feudal kingdom in the south which has maintained her independence, which is falling apart. Scheming, regional lords hold sway over a weak throne, only co-operating to repel an external threat. With a full color 21x32" map. **\$53.00**

Heaven & Earth

HEAVEN & EARTH RPG In the small town of Potter's Lake lies a secret. A secret of conspiracy and of darkness. The secret of the true nature of the universe and human destiny. Now that secret is about to be uncovered, and nothing will be the same ever again. You are a resident of Potter's Lake and now must discover that nothing you ever believed in was true. You will help to decide humanity's fate. And forget the dice, this is a new, diceless, deterministic action resolution system. 300 pages. **\$55.00**

Heavy Gear

HEAVY GEAR RPG 2nd Ed The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they tussle on the brink of world war, with constant border clashes and raids. Warfare is mostly restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle: light and heavy tanks, striders, grunts, etc. This 2nd Ed includes the simple and elegant Silhouette game engine: complete rule playing rules, a detailed world background, a rich setting, complete tactical rules and guidelines for campaigns, scenario generators for quick games, rules to use the tactical system as a hexless miniatures tabletop game. 20 illustration archetypes, illustrated & detailed stats for 8 Gears & 2 Striders. By Dream Pod 9. This is heavily influenced by Japanese anime. **\$57.00**

Eastern Sun Emirates Leaguebook A land of many contrasts. Some emirs rebel against the mad Patriarch. History, society, etc. **\$35.00**

Heavy Gear Blueprints Has blueprints of some of the most popular Heavy Gears. Striders, tanks & speedchairs. Each is 19" x 15". **\$22.00**

Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generation. **\$39.00**

Heavy Gear Desert Hex Maps 4 new desert maps. 2 types. **\$18.00**

Heavy Gear Design Works Presents development sketches and out of print illustrations, displaying the evolutions and functions of the principal vehicles and mechanical systems of the Heavy Gear universe. Lots of full color illustrations. **\$34.00**

Heavy Gear GameMaster's Guide & Screen Perfect companion to Heavy Gear 2nd Ed. Contains a three-fold GM Screen, full color map of Terra Nova, easy to access reference tables, how to handle problem players, random equipment package tables, etc. **\$36.00**

Humanist Alliance Leaguebook Built to provide the greatest good for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use extreme measures in their struggle against deviants and the Southern Republic. Has new equipment, sample campaign sets up, etc. **\$36.00**

Into the Badlands Sourcebook Info on the people of the Badlands. Focuses on people and events and campaigns how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. **\$50.00**

Life on Terra Nova Sourcebook 2nd Ed Completely updated and revised, with new information. This book gives a complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance, an extensive examination of Terra Nova's characteristics from geology, to hydrography, and each region's flora and fauna, a listing and description to all city states, heaps of NPC's, cultures and lifestyles, a listing of planets colonised by man in the 62nd century, etc. **\$44.95**

Mekong Dominion Southern Leaguebook three. While the majority of the planet is bracing itself for what seems like an inevitable conflict, the Mekong Dominion is already engaging in all out warfare. Its merchants are doing huge business with enemies and allies, helping make the Dominion extremely wealthy. **\$37.00**

Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice) **\$1.00**

Northern Guard The main armed force of the North and leading the fight against the Southern Milicia. The Guard fields a devastating combination of Gears, armor and infantry. Details on over 70 standard squadron types, for guards, striders, infantry and armor. Seven new Gear and tank variants. Background info, etc. **\$38.00**

Northern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APC's carry troops to the front. Covers over 20 vehicles with record sheets. **\$32.50**

Northern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders. 10 vehicle prototypes, and also has variants. **\$35.00**

Southern MILICIA Army List A mis-matched army composed of assorted troops and vehicles. The MILICIA is a somewhat crude but nearly unstoppable juggernaut. Over 70 cadre types, near Gear & tank variants. **\$35.00**

Southern Republic Army List The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilisation. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. **\$42.50**

Southern Republic Sourcebook Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. **\$36.00**

Southern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders. 10 vehicle prototypes, and also has variants. **\$35.00**

Tactical Air Support Covers everything not included in the primary rulebook, from air support tactical rules (movement, aerial maneuvers, attacks) to dogfighting (one-on-one aerial combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. **\$36.00**

Technical Manual 2nd Ed Provides full background and development information. Technical illustrations and complete rules for using, repairing and modifying technology. Consolidates the entire Vehicle Design System in one location and updates it to 2nd Edition standards. **\$47.95**

The New Breed: Battle Before the Storm Based on the Heavy Gear Computer Game, this book describes the game's landscapes and provides insight as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game. **\$47.50**

The Paxton Gambit A Heavy Gear campaign. Follows on the storyline from Crisis of Faith. The only thing which can save the Peace River City-state

from scandal, assassination and terror is a small cadre of peace officers. Has full fledged scenarios, source material, a history update, and new gear stats. **\$29.00**

United Mercantile Federation Leaguebook Beneath the UMF's civilized and cosmopolitan veneer lies a ruthless heart that seeks to dominate allies and enemies alike. To these guys, business is war. **\$35.00**

Western Frontier Protectorate Leaguebook Complete history of the WFP, info on their clan-based society, underworld groups, full write-ups and maps on all three Protectorate city-states & minor settlements, etc. **\$35.00**

Heavy Gear Storyline Books

Crisis of Faith: Story Book One Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurches toward a global conflict and the words of Terra-Novans themselves betray their machinations and true intentions. Includes letters, private conversations, official reports. **\$34.00**

Blood on the Wind: Story Book Two Investigations continue into the death of Thor Hutchinson, the leader of the Revisionist Faith. But the reigning chaos in the Eastern Sun Emirates and Humanist Alliance could plunge the world into deadly war. Mighty armies clash at the poles and throughout the Badlands, reducing peaceful communities to smoking ruins. **\$33.00**

Return to Cat's Eye: Story Book Three Land Regina and Kenichi Tansaka take great risks and lead their world on a daring mission toward Canopus, held by Earth. But what awaits them on the other side of the gate? Now. **\$33.00**

Heavy Gear Tactical Combat System

Heavy Gear: Tactical Combat Boxed Set Contains 36 Gear color stand-up counters, 10 infantry counters, complete rulebook, two Player's Guides, 10 APC counters, 4 full color hex-maps, a detailed campaign book, and an exclusive miniature. Experienced players will still enjoy it because it has 12 new scenarios, plus the stand-up full color counters of Heavy's Gears. **\$79.95**

Tac Pack 1: Battle of Two Towers The Western Frontier Protectorate has launched an attack against Southern forces. This is a full tactical campaign for the above boxed set, with two brand new regiments, heaps of scenarios, a campaign, two maps, three counter sheets. **\$37.00**

Tac Pack 2: Shadow War A multi-part campaign set in the South early on in the war. The SR is secretly moving advanced bases into striking range of the North, so they must be destroyed. 2 new maps, 2 new counter sheets. **\$37.00**

Armor Pack: Tanks & Striders Games stats and a hundred full color counters for 44 armored vehicles and striders. Also 4 scenarios. **\$28.00**

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium. **\$35.00**

HEROES UNLIMITED 2nd Ed The revised Second Edition. Virtually every type of hero imaginable, whether inspired by comic books, pulp, novels, film or television, is waiting to be created and played. Features over 100 super abilities, scores of sub-powers, 40 Pisonic powers, 100 magic spells, enchanted weapons and objects, robot and cyborg creation rules, super-vehicles, aliens, mutants, wizards, super-genetics, vigilantes. 352 pages. **\$47.50**

Aliens Unlimited The darker side of mental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient wisdom and knowledge to fight evil. 192 pages. **\$39.00**

Heroes Unlimited GM's Guide Everything a GM or player could desire, with guidelines, reference information, playing tips, optional rules such as new campaign combat rules, clarifications, additional equipment, new characters, ten adventures, and adventure ideas. 224 pages. **\$39.00**

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. **\$34.00**

Hidden Invasion

HIDDEN INVASION RPG It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it. Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control! On special.... **\$18.00**

Hol

HOL Human Occupied Landfill. An adults only RPG by White Wolf. Full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonized. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. **\$25.50**

Hong Kong Action Theatre

HONG KONG ACTION THEATRE RPG The world of blazing guns, flying fists and flashing blades. All the action of the action movies we see out of Hong Kong. With a ground-breaking new style of play that simulates every aspect of the action film, and produced in association with the Hong Kong film industry. In each adventure, your character remains the same, whether a cop, a gangster, even an assassin. Does anybody really remember the different names of the characters played by Jackie Chan? No way! It's just a "Jackie Chan" movie. Features full source material for settings of Hong Kong and China, and profiles Jackie Chan, Bruce Lee, etc. **\$37.00**

Film Festival #1 Contains 15 new adventures taken from gunplay, martial arts and bizarre fantasy genres. 120 pages. **\$28.00**

Swords of the Middle Kingdom Explore the world of Wulin, defeat the minions of the evil Mander, and restore the benevolent Jen Dynasty to power. A full, fleshed out Chinese medieval fantasy world. **\$52.00**

To Live & Die in Hong Kong New specialties: expanded rules for martial arts, vehicles and magic. Two new genres of films: six new adventures, more source material, updated film listings, etc. **\$33.00**

The Triad Sourcebook The Triads control crime in HK and have a history that stretches back 2,000 years. Covers their history, traditions and operations. Features heaps of gangsters and an epic length adventure. **\$26.00**

Immortal

IMMORTAL RPG By Prescience Publishing. It is the end of the modern world. The myths that humanity holds dear are crumbling as ancient gods rise from their secret places to fight a final war with the forces of darkness. A new age of legend is dawning, terrible, magical and breathtaking. Play a legendary god, hero or creature of myth. Wield awesome mystical powers against Earth's darkest foes. Claudia Christian is featured on the front cover. 96 pages. **\$37.00**

In Nomine

IN NOMINE RPG They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. By Steve Jackson Games. **\$45.00**

Angelic Player's Guide History, laws, and Choirs of angels. Also the dark paths that can lead them to a fall from grace. Expanded angel descriptions. 4 new campaign concepts, etc. **\$37.00**

Corporal Player's Guide Focuses on the importance of humans in the war, whether they be mundanes, soldiers or sorcerers, undead or saints. Their skills, spells, abilities, and disadvantages are explored in detail. **\$37.00**

Infernal Player's Guide Everything you wanted to know about demons - their history, laws, the Bands they belong to and the Princes they serve - even the paths that can lead them to redemption. Also mixed campaign concepts, renegades, creation guide. **\$37.00**

In Nomine Game Master's Guide As the GM you not only play God but Lucifer and all the other Supernaturals. Here's the book that will help you do all that, as well as choose how, light or dark, your campaign is. **\$37.00**

In Nomine GM Pack GM Screen plus an adventure for three. **\$21.50**

Liber Canticoorum The Book of Songs. Over 300 new songs, sacred and profane. Songs are precious melodies already playing in your soul... but only a precious few can hear them. 128 pages. **\$37.00**

Liber Castellorum The Book of Tethers (celestial outposts on Earth). Learn how these Tethers form, grow and die. Learn how to protect yours, while destroying the enemies, also how to create Tethers, staff them, etc. **\$37.00**

Liber Reliquarum Has everything you'll need to put artifacts in your campaigns. Discourses on the nature of artifacts and their place in the world, enhanced rules for artifact creation, over one hundred new relics, and two adventures, etc. **\$37.00**

Liber Servitorum The book of Servitors. Ancient angels, new demons, soldiers of heaven and humans sworn to hell. Reborn saints and undead mummies. Over 100 characters as ready for use as PCs or NPCs. **\$37.00**

Superiors I Scaphium and Malkim, aggressive or authoritarian. War Stone, Judgement and the Svorol. These four archangels are evoked in depth. Not just powers and dissonance, but also what it feels like. **\$39.00**

You Are Here This book is full of different locations, which can be used as instant adventures in themselves, or worked into a campaign to add flavor. The secret projects of the princes, secret areas protected by archangels, ethereal domains etched into the global subconscious, human arcs. **\$37.00**

The Revelations Cycle

Revelations #1 Night Music Includes an adventure. The Demon Prince of Rock & Roll, looks at the Archangel Laurence and Demon Prince Sanniga, two new Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc. **\$36.00**

Revelations #2 The Marches Just be careful what kind of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beloth. Every mortal soul visits the Marches every night in slumber. **\$36.00**

Revelations #3 Heaven & Hell Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon, with many new adventure ideas. **\$36.00**

Revelations #4 Fall of the Malakim The Malakim, purist of the angels and Heaven's ultimate weapon in the War, have never fallen. Most believe they can't. But in Los Angeles, a demon controlled cesspool selfishness and enmity, something awful has happened and the truth may shatter the millennia old balance between good & evil. Includes an in-depth look at Los Angeles and its celestial denizens. **\$36.00**

Revelations #5 Final Trumpet Follows on from Night Music and Fall of the Malakim. The forces of darkness are trying to bring on Armageddon, a final battle that will engulf the whole world, but some infernals are opposing it while some angels are helping it - it is a time for everyone to take sides. **\$38.00**

Jovian Chronicles

SCIENCE FICTION A complete Science Fiction adventure based on Japanese anime, brought to us by Dream Pod 9.

JOVIAN CHRONICLES RPG Silhouette Edition Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. **\$54.00**

CEGA Blueprints A set of eight highly detailed 19" x 15" blueprints covering the common warships of the CEGA Armed Forces. **\$22.00**

Chaos Principle A large Jovian battleship arrives at Mars to protect the Confederation's sometime ally, the Martian Free Republic. But a fleet from Earth has come to support the Martian Federation, and soon both sides are seen scrambling for their fighters and exo-armors. The first Campaign Sourcebook. Contains all the vehicle designs, source material and info needed to play an extended campaign. **\$40.00**

Jovian Chronicles Blueprints A set of eight highly detailed 19" x 15" blueprints covering the common warships of the Jovian Armed Forces. Full deck plans and layout diagrams. **\$21.00**

Jovian Chronicles Companion Contains advanced rules and specific cases for those who want to take their characters and campaigns a step further. Additional background info, complete Silhouette vehicle and weapon design systems, etc. **\$44.00**

Jovian Chronicles Mechanical Catalog There are a wide variety of vehicles in this book, results small enough to be used inside ships and bases, exo-armor, fighters, and space ships, and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. **\$42.50**

Jovian Gamemastering Made Easy Tips and tricks to help GMs with their campaigns, tools for designing campaigns, blank character & record sheets, & study 3 fold screen. **\$34.00**

Lightning Strike A rule set that enables players to fight fleet engagements in the world of Jovian Chronicles. Has a simplified set of rules for mass battles and can be played using either the counters provided or miniatures. **\$47.00**

Ships of CEGA Vol 1 Details the fleets of Earth. One Day. One Ship. **\$42.50**

Ships of the Fleet Vol 1 - Jovian Confederation Details the fleets of the mighty Jovian Confederation, this book covering three new ships, a destroyer, a patrol carrier and a supply tender. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. **\$42.50**

Ships of the Fleet Vol 2 - Jovian Confederation Details the fleets of the mighty Jovian Confederation, this book covering new ships. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. The five ships covered here are a frigate, transport, battleship, carrier and cargo vessel. **\$39.00**

SolaPol Sourcebook Explores the history, organization and resources of the United Space Nations and the Solar System Police. Also forming and playing SolaPolice investigative teams, creating unforgettable villains. **\$39.00**

Killer

Killer The game of assassination by Steve Jackson Games. This is the exciting live roleplaying game for intelligent, creative and slightly uncivilized people who want to knock off their friends without hurting them. You use water pistols, water balloons, pillows, rubber snakes, peanuts, etc. to hunt down and take out all the other players, until only one is standing. Includes 16 advanced scenarios as well as the basic game. Also hundreds of gadgets, strategies, etc. \$28.00

Kingdoms of Kalamar

Kingdoms of Kalamar This boxed set is a complete fantasy campaign setting - the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-lands; a 88 page guidebook of deities and religions, secret organizations, etc.; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.) \$45.00

Kingdoms of Kalamar Map Set A twelve foot square full color map depicting the world of Tellene. \$22.50

Mythos of the Divine and Worldly Kingdoms of Kalamar Vol II 88 page guidebook describing 44 deities and religions of Tellene. Also details secret organizations, rune-sets for 11 languages, etc. \$18.00

Secret Temple of Adajay The evil artifact known as the Orb of Midnight has been found from its secret prison, religious fanatics disrupt the peace, the Prince's scout troops are missing, and more! \$16.00

Sourcebook of the Sovereign Lands Kingdoms of Kalamar Vol I 100 action-packed pages detailing the history of the peoples and nations of Tellene. From the Volven jungle to the vast savanna of Drhokker horse lords, with adventure hooks and a detailed section on medieval cities. \$20.00

Tragedy in the House of Brodeln The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, 8 maps, etc. \$15.00

Legend of the Five Rings

ORIENTAL FANTASY A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings*. By Five Rings.

LEGEND OF THE FIVE RINGS RPG Updated Version A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninjas, spell-slinging shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to lead you through the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. \$55.00

Bearer of Jade The second book of the *Shadowlands*. Everything you need to sustain a *Shadowlands* campaign, including new rules to help you survive war against the armies of the Fallen One; also life and death at the Kaiu Wall, how to run a horror campaign; learn the history and power of 15 wondrous items lost or tainted by the *Shadowlands*; 2 dozen new creatures, spells. \$46.00

City of Lies Amid the rolling hills and gentle plains of Rokugan rises a city whose walls are as green as jade. Located in the heart of the lands held by the secretive Scorpion Clan, the city is Ryoko Owari Toshi, Journey's End City, the darkest land of intrigue and villainy in the Emerald Empire. Dark secrets, hidden treasures, sinister vices, etc. Contains 2 maps, 3 books, and 2 booklets. \$54.00

LSR GM's Survival Guide To our knowledge this is a limited release. A 160 page sourcebook for GMs with 1,001 tips, hints, answers and options. Charts help organize plot structure, village inhabitants, creatures, crops. Also sample plots, Rokugani Culture, comprehensive skills, advantages and disadvantages charts, integrating the CCG into the RPG. \$45.00

LSR Gamemaster's Screen With a full color 4 panel GM Screen plus a 48 page book, covering kharma, GM advice, clarifications and errata, rules for casting mahō, and a large adventure of Scorpion Clan vs Lion Clan. \$28.00

Merchant's Guide to Rokugan From the secrets of the Unicorn caravans to the unseen influence of the Yakuza traders. Details on merchant creation and campaign running, the Crane-Yakuza wars. \$37.00

Otrusan Uchi: Imperial City Campaign Box The boxed set covering the Imperial City. More details later. \$55.00

Tomb of Iuchiban Iuchiban has been trapped in his secret tomb, guarded by the most fearsome traps devised, but an ancient cult is trying to release him to go on a rampage of evil. Your small band of samurai must prevent this, which will require you to enter the evil tomb. With an adventure, complete coverage of the tomb including maps, room descriptions and pictures. 12 room tiles, a history of the Bloodspeakers Cult, and character descriptions. \$55.00

The Tao of the Naga Details the history, background and culture of Rokugan's most mysterious race - the Naga. Has their culture before and after the Great Sleep. \$28.50

The Way of the Crab For 1,000 years the brutal Crab Clan has guarded the borders of Rokugan from the horrors of the *Shadowlands*. Now learn what drives the Emerald Empire's grim defenders and discover the tactics they use to keep their unholy fief alive. Learn the untold legend of Osano Wo. \$28.50

The Way of the Crane Surrounded by opulent splendor, the Crane have created a world of culture, beauty and virtue. For ten centuries they have followed the path of honor and loyalty to the Emerald Throne. Discover the intricacies of Rokugan's most noble clan. Courtesans, Kakita Artists, Iron Crane Daidoji, etc. \$28.50

The Way of the Dragon The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men. \$28.50

The Way of the Lion For a thousand years they have had a single purpose - protect the Emperor at any cost. Given the history of the Lion Clan, including their most important battles, and the generals fought them, new character rules; warfare in Rokugan; new skills, techniques, etc. \$28.00

The Way of the Phoenix Guided by prophecy and ruled by an enigmatic Council of Five, this clan wields magic that defies comprehension. In a land of discord, they are a force of peace. With their history, character creation, secrets, spells, & the Ronin Isawa. \$28.00

The Way of the Scorpion "We are not misunderstood. We are just evil." The villainous Scorpion have made certain their reputation has remained untarnished throughout Rokugan's history. But are the masters of deception really who they want you to believe they are? Also rules for advanced powers the Shosuro Assassins. \$28.00

The Way of the Shadow The history of the Ninja, from the thin shroud of Nothing that hid from the Sun and Moon, to the servants of the Shadow. Most the Goto, minions of the Darkness, and discover those who have sacrificed their identities and souls for power. Delve into the history of Iwasa Ujina, destined to become the Nameless One. Learn how the ninja initiate their recruits, the hidden connection between the Darkness and the Scorpion Shadow. \$40.00

The Way of the Unicorn For 800 years, the Ki-Rin Clan wandered the wastelands outside of Rokugan. When they returned, they were the Clan of the Unicorn, armed with barbarian magics and tactics. Discover the secrets of this exotic clan including new battle rules for Onaku Battle-Maidens. \$28.50

The Winter Court The winter storms and snow force the armies of the land to rest their weapons. But in the court of the Emperor, the most powerful courtiers, diplomats, bushi and shugenja have gathered, hoping to seize the Emperor's favor for the coming year. Treachery and deceit abound. \$37.00

Unexpected Allies Over 40 templates of power and not-so-powerful inhabitants of the Emerald Empire, ready to thwart, annoy, or assist your PCs \$37.00

Also how to use villains in the LSR setting, and hidden stories from the CCG, including numerous familiar characters such as Naka Kuro, Sazao, etc. \$37.00

Walking the Way The Lost Spells of Rokugan. Learn what magics the spell weavers of Rokugan possess. From the simplest meditations to chants capable of destroying cities, the power of the shugenja are laid forth before you. Has 50 new spells, each with a complete adventure to use them in. \$37.00

Adventure Supplements

Honor's Veil Two adventures. A reckless Crane daimyo meets his death at the end of wakizashi and you must solve the murder. And, two ambassadors disappear, a ghost appears, and to dig up the truth demands a price perhaps too high to ask. \$18.00

Twilight of 1000 Screams An inhuman creature leaves murder and destruction in its wake. A mysterious sword is stolen. A shipment of festival goods goes horribly awry, a sinister cult plots to plunge the city into eternal darkness. Fast paced and action packed. \$18.00

Code of Bushido A brutal murder shocks the Winter Court in the lands of the peaceful Phoenix Clan, and the honor of the Imperial line is challenged. The niece of the Emperor is kidnapped, and bandits become dangerous. \$18.00

Twilight Honor The Shadowlands Horde grows stronger, and prepares to assault a weak point in the Great Kaiu Wall, Kuni Castle, which is being weakened mysteriously from within. If the castle falls, so does the whole Emerald Empire. Can you save the castle from overzealous? \$18.00

Midnight's Blood Contains two tales. A strange sickness infests the lands of the Phoenix, killing heimin and samurai alike. And, vengeful yōrei, ghosts of sea-lot sailors, appear on the Mantis seas. An artifact needs to be found. \$18.50

Legacy of the Forge The Lion return to recapture the palace of Toshi Ranbo, which was taken by Crane forces three years ago. But specters of the dead arise in the midst of the battle. Why have they come? \$22.00

Void in the Heavens The Oracle of Fire has gone mad, screaming through the heavens above Shiro no Shosuro, raining death and fire down upon the Scorpion provinces. If he is not stopped... but who dares face a dragon? \$18.50

Character Travelogues

Each Character Travelogue has a deluxe 12 page character sheet, honor and glory award records, Akodo's Code of Bushido, pages dedicated to spells, techniques, tattoos, etc., and, heaps of blank scroll pages on which to write your characters exploits!

Crab Clan Character Travelogue	\$4.00
Crane Clan Character Travelogue	\$4.00
Dragon Clan Character Travelogue	\$4.00
Lion Clan Character Travelogue	\$4.00
Phoenix Clan Character Travelogue	\$4.00
Ronin Character Travelogue	\$4.00
Scorpion Clan Character Travelogue	\$4.00
Unicorn Clan Character Travelogue	\$4.00

Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. By BTRC.

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true: Macho Women is back in stock. If you are tired of storytelling and needless angst, and just want to go out and blow the living daylight out of something, *Macho Women* is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cool artwork, and literally thousands of words arranged into marginally coherent sentences. \$15.00

More Excuses to Kill Things Pre-designed adventures, scenarios and a solo adventure to twist your brains into putty and your characters into greasy slop on the carpet. More monsters, more gimmicks, more ways to turn mindless mayhem into experience points. \$15.00

Guns, Guns, Guns Lets you design custom weapons for any roleplaying system, also detailed conversion guidelines for transferring weapons from one system to another. \$27.00

More Guns Provides complete stats for over 500 guns and melee weapons for eight separate RPG systems: *Time Lords*, *Corps*, *TORG*, *MegaTraveller*, *Cyberpunk*, *Twilight 2000*, *GURPS*, *Hero Systems*. \$37.00

Maelstrom

MAELSTROM RPG Before the Great Equinox there was an Empire. In the Empire all things were good. The world didn't shift around, and the shrikes were far away. There were great machines and ships that flew in the sky. The storm was tamed and the Empire thought that whole world together with obelisks and roads. But all of that is gone now. The storms tore it all apart. The setting of this game is a rich world of shifting realities, all tied together by the same storm. Home to alien cultures, Loomardian magic, gunpowder and pseudo-science, it caters to many different styles of play. From piracy on the high seas of the Outer Crescent to illegal duels at the Queen's Amphitheater, the setting touches on magic, science and the world of dreams. Game focuses on storytelling. \$46.00

Tales from the Empire A guide to the city of Diodet, a city gone mad! Ruled by a queen who's been missing for 500 years, and run by a caplin that no one has ever seen. Diodet is lost in an insular world of parlor games and denial. A city of politics, adventure, romance and intrigue. All in the shadow of a named empire. \$30.00

Gray's Journal A 78 page journal/magazine with a collection of stories, adventures, realms and gadgets for the *Maelstrom* RPG. \$7.50

Story Engine - Universal Rules Not actually for *Maelstrom*, but by *Hobbit* games. Yet another generic set of roleplaying rules. Story Engine uses realistic instead of linear rules for those overthinking that go awry. \$22.00

Future Set Can magic be saved? Travel from the New World to the Far East to distant cosmic worlds in this prequel to *Mage*. Contains dozens of magical societies, mythic beasts, setting systems and lost secrets. \$46.00

Artisan's Handbook Details Daedalian guilds and skills, politics among the guilds, and the theories of the reasoning arts. With High Magick machine and devices, & systems & hints for those who wish to go awry. \$28.00

Bygone Bestiary Here be dragons! And unicorns and griffons and other, darker things. Descriptions, folklore, roleplaying hints and systems for dozens of magical and mundane creatures. Can also be used with *Mage: The Ascension*, *Changeling* and *Vampire: Dark Ages*. \$30.00

Castles & Covenants In the Dark Fantastic age, a sorcerer's home is his castle. This is guide to strongholds, the magi who reside there, and the ins-and-outs of castle life in this time period. Also allows you to design a fortress-home for your character. \$34.00

Crusade Lore The essential storyteller's screen, plus a 72 page book with even more important rules and information that could not be crammed into the rulebook. \$28.00

Informalism: the Path of Screams The Path of Screams is the ultimate descent, a rebellion against all that is holy and right. Those who choose to Fall perform blasphemous rites, master terrifying magicks, and sell their very

souls to demonic temptors. For mature readers only. \$33.00

Sorcerer's Crusade Companion A complete look at the cultures, customs and politics of the Dark Fantastic World. New rules for fencing and using magick in the heat of combat. A look at nations outside of Europe - take your characters to the New World and the Far East. \$42.50

Mage: the Ascension

DARK FANTASY Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. By White Wolf.

MAGE: THE ASCENSION 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy, Gothic-punk backdrop, mages with vision, purpose and mystic power strive to force back the hand of darkness and the rigid will of the Technocracy. *Winter Nephend*, wild Marauders, implacable Technomancers and the enigmatic, Linthood oppose your every move. But the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. \$47.50

Beyond the Barriers: The Book of Worlds Pass through the Gauntlet, wander past the Penumbras, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hell, paradox realms, chimeras, umbral reflections and mysterious Zones spin in the unimaginable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... \$40.00

Book of Shadows Mage players guide, including new Traditions, rules, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. \$32.00

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with *Mage*, *Vampire*, *Werewolf*, *Wraith*, and even *Changeling*. \$25.50

Digital Web 2.0 Cyberpunk is dead! Not so very long ago, a tragedy opened the doorway to a realm of impossibilities, a new creation where thought was power. More recently, the Virtual Adepts and their Technocratic rivals have waged a subtle war to control this Zone. Barely a year ago, a massive crash wiped the system & thrashed hundreds of Webspinners. Presents the Internet White Wolf style: new rules, rules, gadgets, realms, plot ideas. \$30.00

Dreamspeakers Tradition Book Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an awareness of its ill - by force if necessary. From their uneasy beginnings to their resurgence in the modern era, they have walked a steady road. \$17.00

Guide to the Technocracy Hardcover guidebook. Embracing science for all mankind. One World. One Union. Has all the info needed to run a Technocracy based Chronicle, with Technocracy characters, new abilities, devices, procedures, organization. Discover how they deal with supernatural threats and what wonders they uncover. 244 pages. \$48.00

Horizon: The Stronghold of Hope 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through its halls. \$25.50

Initiatives of the Art Now you can experience play as a newly Awakened mage on the road to power. New traits, rules, incalculable dangers. Learn how to run a chronicle starting at the beginning of it all. \$26.00

Loom of Fate Characters find themselves woven into a pattern of tragedy and usury, where fate will threaten the Tapestry. \$17.00

Mage T-Shirt XL T-Shirt that says "Mage: The Ascension." \$37.00

Mage Chronicles Volume 2 Features Ascensions Right Hand, the last chronicle in the *Ascensions* series, and the *Ascensions* rules for playing ordinary people who stand and fight against the sorcerers of the World of Darkness. \$34.00

Tales of Magick: Dark Adventure Story ideas for high adventure in the World of Darkness. Earthshaking events in the world of *Mage*, character templates, cool toys, classic bits, etc. 84 pages. \$28.00

Behind a Facade of Organized Crime, the credit-card convention walls with hands outstretched. Pursue strings, puppet strings - they're all the same. The Syndicate. \$17.00

Technomancers Toybox We uncover dozens of gadgets, widgets, inventions and killing machines from the vaults of the Virtual Adepts. Sons of Ether, Technocracy, etc. \$25.50

The Book of Madness A bestiary for *Mage*, exploring the darker reaches of magick's touch. It presents the forces of Chaos itself, for players to fight and storytellers to champion. \$28.00

The Orphan's Survival Guide The player's guide for playing an orphan, including secrets such as the Hellion Queens and Bitch Queen Vainny, and her network of Awakened misfits. New powers, gutter magic rules, etc. \$29.00

The Spirit Ways See what awaits in the Mirror World with new abilities, merits and flaws for shamanic characters, an in-depth look at shamanic cultures across the world, a host of spirits & their realms, techniques, rules, etc. \$30.00

Traditions Gathered: Songs of Science Vol 1 Reprints Virtual Adepts, Sons of Ether, Order of Hermes. These vital character sourcebooks define the very paths to magick and transcendence itself. \$37.00

Traditions Gathered: Songs of Science Vol 2 Reprints *Verhena*, *Gift of Ecstasy* and *Dreamspeakers*. The Council of Nine Traditions has stood for centuries as humanity's best hope for survival and freedom. Together they have strength, unity and power, but divided, they fall. \$37.00

Traditions Gathered: Swords of Faith Vol 3 Reprints *Akeshie*, *Brotherhood*, *Celestial Chorus*, and *Euthanatos*. \$37.00

Sorcerer A World of Darkness book. Presents systems and paths, merits and flaws, for Hedge Magic and Dark Sorcery, a host of secret societies, lore and templates. \$27.00

The Book of Mirrors A Storytellers Guide for *Mage*. Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters, social history, insight into *Mage* books, rules & magicks, etc. for this world loaded with dangers and intrigue. \$30.00

The Chaos Factor A cross over adventure for *Mage*, *Werewolf*, and *Vampire*, in which Samuel Haight, the arch enemy of all Garou and target of the Verhena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, magicks, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. \$25.50

The Fragile Path A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. \$17.00

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizards and bizarre technologies. By funneling their wild theories through technomagic, the Sons blast the static truths of the Technocracy into ruin. \$17.00

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organization that controls humanity's will. \$17.00

MAGE NOVELS

1. **Tower of Babel** Max Zorn is an Inquisitor for the Technocracy - and he was accidentally created by an author, Ron Church, who has magical abilities. When the two meet, both of their worlds are shattered. \$10.00

The Horizon War Trilogy

1. **The Road to Hell** The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and... elsewhere. A villain from the mages past returns to claim his legacy. \$11.00

2. **The Ascension Warrior** What link is there between the sudden obtaining of self-awareness and subsequent disappearance of the AW clone, a mysterious figure arising, a being of incredible, inhuman power. Can he resolve the Horizon War? \$11.00

3. **The War in Heaven** The mages of the Nine Traditions and their enemies, the Technocracy, find themselves under attack by the Ascension Warrior. Two horizon realms have already been obliterated. \$11.00

Marvel Super Heroes

SUPER HEROES The famous super heroes from the Marvel Comics series. By TSR.

MARVEL SUPER HEROES Adventure Game The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the awesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes basic rules with advanced options, an introductory adventure, a narrator's guide, catalog of supervillains, a roster of Super Heroes and Super-Villains with official game stats, and a Mighty Marvel Fate Deck for resolving all the action! \$46.00

A Guide to Marvel Earth Researches, analyzes and compiles a full listing of all specialized sites, special-issue weapons, depots, special research facilities, and headquarters associated with superhero teams & people. \$29.50

Avengers: Masters of Evil This epic adventure featuring the Thunderbolts pits the Avengers against the ultimate team of Super Villains in a fight to the finish. \$16.00

Avengers Roster Book Features all the info you need to incorporate the Avengers, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. Overviews the Avengers' history, equipment, etc. \$33.00

Fantastic Four Roster Book More than 100 figures and foes of the Fantastic Four, descriptions and game stats. 144 pages. \$35.00

Fantastic Voyages Journey from the depths of the ocean to the farthest reaches of space with the Fantastic Four. The adventures include Dr. Doom, Galactus and Skrulls. \$16.50

Spiderman: Marvel Team-up Spider-Man, Iron Fist, Daredevil and other lone wolves of Marvel Manhattan step out of the comics and into the MSH game in this collection of heroes, villains, etc. \$18.50

Spiderman: Mystery's Ways Mystery with Scorpion and Rhino hatches an extensive plot to defeat & humiliate Spider-Man. \$9.50

The Reed Richards' Guide to Everything Explains how things work in the Marvel universe in an entertaining and visual fashion. Includes optional rules and full color section. \$31.50

X-Men: Resurrection of Cyclops Cyclops and Jean Grey meet the clock as they try to save Apocalypse's slaves. 32 page adventure. \$9.50

X-Men Roster Details on the Uncanny X-Men, Excalibur, Generation X, Alpha Flight, and other teams of mutant heroes and villains. Descriptions and game stats on over 100 characters. \$18.00

X-Men: Who Goes There An anthology of adventures, presenting a grand saga of deadly danger and doom for the Marvel universe, engineered by the sinister Brood. \$18.00

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. By FASA.

MECHWARRIOR 3rd Ed. Get out of the cockpit and into the adventure with the all new, updated *Mechwarrior RPG*, the complete roleplaying game of the BattleTech universe. Players take on roles such as spies, fighter pilots, smugglers, and mechwarriors. Revised with a completely new game system, featuring fast play rules, a unique character creation system that generates game abilities & background story together, and colorful fiction. \$46

1st Somerset Strikers The TV animated series. The series features Adam Steiner, leading a ragtag group of mercenaries called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. \$30.00

Jade Falcon Sourcebook Describes the history and military organization of the Jade Falcons - bone of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. \$25.50

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardize a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. \$17.00

Mechwarrior's Guide to Solaris VII Adventure awaits on the game world of Solaris VII, where death is a sport and the stakes are your life. With source material, campaigning rules, mech dueling rules, adventure. \$33.00

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's rulers seem powerless to stop these marauders. Furious and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. It's up to you merces to find and bring her back. \$17.00

MECHWARRIOR NOVELS

Warrior Trilogy

1. Warrior: En Garde At last, the magnificent trilogy by Michael Stackpole is being reprinted. The betrothal of the Archon-Designate Melissa Steiner to Prince Hans Davion of the Federated Suns, sparks off the Fourth Succession War. Things become even more complicated when Melissa Steiner is hijacked. \$13.00

2. Warrior: Riposte Maximilian Liao's plan threatens to rip the Federated Suns asunder. He has joined with Duke Michael Hasek-Davion and Justin Xiang, a former Davion officer. And interstellar legend Yornaga Kurita has returned to stake his claim as the most bloodthirsty warrior of all. \$13.00

3. Warrior: Coupe The minions of Liao are about to cripple the Federated Suns, assassinate Duke Melissa and Katrina Steiner, and the Kell Hounds play search and destroy with the most fearsome Kuritan unit ever formed. \$13.00

Return of Keresky Trilogy

1. Lethal Heritage Its back! The first novel in the Blood of Keresky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Inner Sphere - the Clans! Nothing the Inner Sphere has can stop the Clan awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle? By Stackpole. \$12.00

2. Blood Legacy The Clan invaders have declared an assault on the Draconis Combine. Hans Davion is handed an opportunity - he will take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Constair up to by helping the Clans? \$12.00

3. Lost Destiny The Inner Sphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Inner Sphere's only hope lies with the very men who betrayed them - Constair. \$12.00

Miscellaneous Titles

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? \$8.95

2. Wolves on the Border Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Draconis from an ignoble death, creating a powerful bond between them. But a Warrior's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. \$9.50

3. Heir to the Dragon Set in the 3020s, this is a report of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hans Davion invades the Combine, intent on conquest. \$11.00

5. Natural Selection A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? \$8.95

6. Bred for War It's back in stock! By Stackpole, this novel is gripping and has an end you won't expect. Prince Victor Steiner-Davion wants double to replace the boy Joshua Mark when the boy dies, but Thomas Mark learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. \$11.00

7. Ideal War Thomas Mark has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. \$8.95

8. Main Event Imperial Rome was never as vast as the Clans & wants to start a new more unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. \$8.95

9. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Gilegany, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? \$8.95

10. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fuses with his uncle Tormano Liao, not only does he not discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war and the machinations of Davion/Steiner politics are gripping. \$8.95

11. The Far Country A Kuritan planet is missing and a missing and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech crews, and ships crew all flee to the planet, where they find another ship has made a similar journey 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Evoks. \$8.95

12. D.R.T. Part two in following Jeremiah Ross & his Black Thoms. They land & fight defending Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats. Both 1st & 2nd Line units. \$8.95

13. Close Quarters The Caballeros sign on to protect Theodore Kuritas corporate-mogul cousin. They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. \$8.95

14. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Calcedonia, it is not different - except that the mercenary Gray Death Legion is caught in the middle of it all. \$8.95

15. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to single-handedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch. \$9.50

16. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorize the universe with an army disguised as Knights of the Inner Sphere. Thomas Mark employs an unlikely company of mechwarriors and slavers the Star Lord that two can play at impersonation. \$8.95

17. Malicious Intent Vlad Ward uses secret information to re-establish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyrn Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. \$10.00

18. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Tolvane, and Grandarchitect Kurita sells society to save Canache's Caballeros to resist the invasion. But everyone thinks they are the invaders! \$10.00

19. Black Dragon The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guts and grit to save the Draconis Combine from these extremists. \$12.00

20. Double-Blind The Magistracy of Canopus has been the target of aggression by the Marfan Hegemony, and Marcus G. Aivayans, Sun Avian's Angels are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of lunatics called the World of Blake. \$14.00

21. Binding Force Aris Sung, a warrior of the noble House Hirsuti of the Capellan Confederation, is chosen to break the newborn Sama Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hirsuti will be destroyed. \$10.00

22. Impetus of War The Northwind Highlanders are hired by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting... \$13.00

TWILIGHT OF THE CLANS SERIES

1. Exodus Road Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Coon Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? \$11.00

2. Grave Covenant As the trace of Tykayid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defense Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy this bold plan in its infancy. \$15.00

3. The Hunters "Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere and thrusts down the Exodus Road to the very Clan homeworld. \$11.00

4. Freebirth On his Khan's orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan? \$11.00

5. Sword and Fire Task Force Serpent stands poised on the brink of the greatest military operation since the liberation of Terra in 2277 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to draw on all her skill to reduce the Jaguar's planet to ruins with sword and fire. \$11.00

6. Shadows of War Task Force Serpent descends upon Huntress intent on destroying Clan Smoke Jaguar. But the Jaguars are more cunning than ever suspected, and then from the shadows enters a new threat - the greatest danger to humanity's future, and the war to end all wars is ignited. \$11.00

7. Prince of Havoc Prince Victor braves the unknown and travels to Strana Mechty, the heart of Clan territory. There, with the use of the Inner Sphere, he must try to destroy the Crusader cause amidst the Clan factions. The Clan accept his challenge. But Victor left behind his scheming sister Katrina Steiner, whose ambition knows no bounds. \$11.00

8. Falcon Rising Conclusion. Jade Falcon Clan Marthe Pryde strives to rebuild her clan. To do so she forms a troop composed entirely of freedom warriors. Clanmen born of parents and not genetically engineered. She even allows them to compete for bloodlines. The only clan to have escaped the Steel Vipers use this as an excuse to mobilize for war against the Falcons. \$11.00

The Capellan Solution Trilogy

1. Threads of Ambition Sun-Tzu is the First Lord of the resurrected Star League. In the last year of his reign, he decides to milk his power for every ounce of benefit to himself. His first target is the St. Ives Compact, lead by his own aunt, Candace Liao. Soon war is joined... \$11.00

2. Killing Fields Sun-Tzu continues the war to reunite the St Ives Compact with his own Capellan Confederation. But as the war drags on for years, Sun-Tzu makes one last desperate gamble to win - no matter what the cost. \$11.00

Mechwarrior Novels

1. Ghost of Winter Ideal for new readers. Sturm Kintaro is a green mechwarrior, eager to begin his career. But pirates raid his planet of Kore and he

soon finds himself stranded with no mech, no hope, no help - until he stumbles upon a long-hidden secret, with which he can strike back at the invaders. \$11.00

2. Roar of Honor Clan Wolf launches an assault upon the valuable planet Telfon which is defended by inexperienced Ghost Bears. *Due Oct.* \$11.00

3. By Blood Betrayed Raptor's brother joined mere corps Able's Aeos, and died soon after. Now Harley's father has sent him to join the corps, in order to learn what happened to his brother. *Due Nov.* \$11.00

Millennium's End

SCI-FI This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

Millennium's End 2nd Ed RPG It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survivor - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. \$33.00

GMs Companion Dozens of specific tips for managing game events and pacing, manipulating your players, building unique NPCs, 50 pages of detailed location maps, heaps of NPCs, etc. \$33.00

Miami Sourcebook A city of tropical delights, speedboats and beach hotels. But also a city of corporate and gang crimes, and the entry point for half of the drugs that come into the USA. \$33.00

Nightwalker/The Ville Affair It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survivor - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. \$33.00

The Medellin Agent After decades of struggle against minor guerrilla groups, in 1999 Colombia faces an all-out war against the heavily armed, aggressive drug lords of the Medellin Cartel. Sourcebook including Colombia's geography and history as well as forces and agendas for both sides. \$33.00

Murphy's World

MURPHY'S WORLD RPG An RPG designed to give the GM as much fun as the players, because on this world, anything which can go wrong will go wrong, and at the worst possible moment. The humor is very light hearted and in the vein of Hitchhiker's Guide to the Galaxy. This 152 page book presents a fully developed world where reality plays no part. Characters from any other RPG can be slotted in successfully. Includes lots of mecs and cultures, a ridiculous magic system, lots of nifty tables to generate silly places, things, creatures & people. Also has a stupid adventure. \$37.00

Bob: Lord of Evil The Dark Lands, ruled by Bob, Lord of Evil, are a silly place where you can play light-hearted adventures with a techno-fantasy-horror theme. A complete game system, which also lets you use any character from any other RPG, or from Murphy's world. So join Murphy in exploring these twilight lands, fraught with new discoveries and the good of Murphy's Law. \$37.00

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. These nephilim creatures are awakening en masse in the 1990s. 232+pages. \$37.50

Chronicle of the Awakenings 16 new past life eras for character generation; more of the time-line; metanarrative rules, transformations. \$28.95

Liber Ka A supplement introducing an updated, alternative magic system following authentic occult principles. \$25.50

Major Arcana Rules for astral travel, divination, meditation, magical correspondences. 30 new spells, 60 scenario seeds. \$37.50

Nephilim GM Veil A GM reference screen for Nephilim and includes PC dossiers & a complete scenario. \$27.00

Nephilim GM's Companion An invaluable resource full of background aids and resources for Nephilim GMs. \$25.50

Nephilim Character Dossiers Character record sheets. \$15.00

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. \$28.95

Serpent Moon A series of four linked adventures set in the USA. \$5.00

Nightbane

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nights pawn* to *Nightbane* to avoid a legal battle. By Palladium.

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. \$32.00

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. \$27.00

World Book Two: Nightlands Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artifacts, new Nightbane talents and morpheus, plus campaign and adventure ideas. \$27.00

World Book 3: Through the Glass Darkly A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermagics, Fleshsculptors, Mirromagics, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? \$27.00

Obsidian

OBSIDIAN RPG The Age of Judgement Be warned, this horror roleplaying game is very warped, dark, and offensive to some. Strictly mature readers only. The year is 2299AD, and a desperate humanity wages war against the manifested legions of hell itself. In the final battle, the last vestiges of mankind construct a vast fortified city to hold the demonic hordes at bay. Within this city, massive corporations vie for power, demonic cults consume thousands, and technology has surpassed the limits of the flesh. \$50.00

Over the Edge

OVER THE EDGE 2nd Ed RPG A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, over-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Anjara, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages. \$7.00

Of Gods and Men

OF GODS AND MEN RPG A war between the gods resulted in them abandoning the world, and the elves and dwarves also departed at that time, no one knows where they went. The survivors developed magic and technology, but stayed into the darker arts, and soon became in bondage to dark beings. But great Unicorns led a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. \$40.00

Cults & Conspiracies It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organizations which struggle with each other for domination. \$17.00

Of Gods & Men GM Screen Standard GM Screen plus 18 new Divine Power cards and an adventure. \$17.00

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and energetic world of high fantasy. A world of magic and conflict. A world dominated by human civilization built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, worgen, beowulf, PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. \$39.00

Adventure on the High Seas 2nd Ed 224 pages featuring 24 character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history: sailing ships and ship to ship combat. \$36.00

Baalgor Wastelands An epic adventure sourcebook, detailing those notorious wastelands, examining the notable tribes, clans, key leaders, cities, an account of the terrible Elf-Dwarf War, info on the Island, Quorians, Gnomes, True Giants, monsters such as the Earthshaker, etc. 216 pages. \$39.00

Dragons & Gods Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ullucian, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons: over 40 gods complete with minions, magical weapons and artifacts, history, legends and worshippers; over 20 demonic lords, elemental and spirits of light; nine weapons, dragon slayer swords, etc. \$36.00

Monsters & Animals 2nd Ed Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, rattlesnakes, sphinxes, etc. many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. \$36.00

Mount Nimro, Kingdom of Giants The domain of the giants - Jotan, Nimro, Gigantes, Cyclops, Gnomes, Trolls, etc. These clans and tribes are uniting into one nation, a fact which scares all of their human, elf and dwarf neighbors, even the Western Empire. \$31.50

Old Ones 2nd Ed The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. \$36.00

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. \$34.00

The Eastern Territory The Domain of Man, fiercely independent, ripe with promise, but poised on the brink of destruction. It is a land of diversity, challenges and opportunity. *Die Dues*. \$39.00

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! \$27.00

Western Empire An in-depth look at the nefarious "Empire of Sin". The young bold Emperor Iomas, the Empires hierarchy, key nobles, cities and provinces, habits, allies, political intrigue, and wars. 200 pages. \$40.00

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezzat shaman, fire spirit, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. \$27.00

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

PENDRAGON 4th Ed. A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and character development. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. \$55.00

Arthur: Music CD With 24 tracks of period music. \$18.50

Arthur: The Bear of Britain Fiction. Celtic Britain in the fifth century is a land of art, song and wily princes. After Uther Pendragon dies, the princes nurse their own ambitions. But Arthur, Uther's son, believes Britain needs to be unified to resist the circling foes. This is the story of the twelve great battles that Arthur fights, of the fall of London and the Saxons, and finally, Camlann. \$28.00

The Arthurian Companion Enter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the Arthurian legend and literature. \$25.50

Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilised Britain. Beyond it lies Caledonia, a bleak and harsh land where civilisation and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they only unify to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. \$34.00

Blood & Lust Provides campaign material for the Dukedom of Angledand,

GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian

Stallions & Morgan le Fay's Challenge. 128 pages. \$32.50

The Boy King 2nd Ed Adventure with young Arthur in his quest to claim the kingship of Britain. This 80-year campaign lets you battle enemy lords, defend the realm against savage invaders, clear the land of awesome monsters, and find glory doing so. \$35.50

Land of the Giants Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beowulf, and a map. \$34.00

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Prophecy, the family, etc. \$32.50

Percival & the Presence of God This is the first paperback edition of this classic Arthurian novel, focusing on young Percival's quest for King Arthur and the Holy Grail. The core of the book is the traditional tale of Sir Percival, first told in twelfth-century France, retold here by Jim Hunter. \$18.50

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. \$32.50

Tales of Chivalry & Romance Adventures which explore the two ideals which set King Arthur Pendragon apart from the other roleplaying games. The code of chivalry and the art of romance. 14 adventures. \$26.00

To the Chapel Perilous Arthurian fiction - a humorous story of the Quest for the Holy Grail. *The Dues*. \$20.00

Providence

PROVIDENCE MAIN RULE BOOK Providence is many things. It is a game of super-powers and magic. It is a world of high-fantasy and adventure, a battle between good and evil, right and wrong. Amidst the chaos and destruction stands a beacon of light. You are that light. Will you join the fight? This lavishly illustrated 264 page rulebook provides all the information necessary to begin a campaign. Included in this book is the character creation system allowing you to play a wide variety of characters. A complete description of skills, powers, and spells is provided. In addition, readers will be introduced to the Creative System, the set of basic, advanced and optional rules needed to fully explore the game. This is a place of high fantasy where the Arthurian legacy of grand chivalry is mixed, like a potent elixir, with the steel of super-heroes, including angels and demons. \$35.00

Providence Main World Book War is imminent and the odds of survival are slim. The Alliance of Kings is greatly outnumbered and even their allies want to see them in chains. Internal problems are tearing the society apart. The world itself is trying to kill them. Providence needs heroes. Will you heed the call? This lavishly illustrated book gives a detailed look at Providence, with its inhabitants, geography and history, and a detailed description of the races, including Troubadour, Bard, Gargoyle, Dragon, and Eagle. \$35.00

Providence Cliff-Spider: The War Citadel Sheltered within one of Providence's massive rocky spires, the Citadel is a unique city built entirely within natural and Wind-crafted caves, making this a formidable city. \$30.00

Providence Cry-Star: First of the Free A sourcebook that describes the capital of the powerful Alliance of Kings. \$33.00

Providence GM Compendium Has the typical GM screen, a 66 page sourcebook with over 20 influence characters described in detail, new powers, magical items, a 66 page insert with character sheets and other play aids. \$20.00

Providence The Recognizers The Lost Tribes are about to attack. The world is about to collapse. Providence's criminals think the authorities are too busy to notice them - but they're wrong. Complete character profiles on the 20 most wanted wretched and depraved villains. Also includes the history and organization of Providence's bounty hunters - the Recognizers. \$18.00

Providence The Kestrels: Becoming Fire Sourcebook describing the Order of Kestrels, elite and enigmatic martial artists. \$31.00

Puppetland

Puppetland A 24 page roleplaying/storytelling game in the style of Baron Munchausen, by Hogshead Publishing. The Puppet Maker withdrew himself and all of his puppets to Maker's land, where no terrible humans could hurt them again. But then Punch the puppet murdered the Maker and became the Maker-Killer, and he clothed his six hand-puppets with the Maker's flesh. These seven puppets now terrorise all the others. This game is a mixture of children's storybooks and horror - not for the faint hearted. \$12.00

Recon

Deluxe Revised RECON RPG Set in a fictional world that parallels that of 20th Century Earth and focuses on the realistic and military combat of the Vietnam era. Hard hitting military action, guerrilla warfare and treachery, gritty and realistic. Also weapons, vehicles, maps, adventures, miniature rules. \$39.00

Riddle Rooms

Riddle Rooms #1 Dungeon Dilemmas This is a fantasy roleplaying sourcebook designed for any fantasy RPG setting. Has 20 illustrated dungeon rooms, each posing a riddle or challenge. Has a section for the GM explaining riddle plus solution, and 22 player sheets with maps and riddles. \$20.00

Riddle Rooms #2 Wilderness This is a fantasy roleplaying sourcebook designed for any fantasy RPG setting. Has 20 illustrated encounters, each posing a riddle or challenge. Has a section for the GM explaining riddle plus solution, and 20 player sheets with encounters and riddles. \$20.00

Altered Images A self-contained Riddle Rooms adventure for a GM and 4 to 6 players. For any fantasy RPG. You try to rescue a kidnapped prince and restore him to power, but nothing is as it seems - puzzles abound. \$20.00

Thieves Island A self-contained Riddle Rooms adventure for a GM and 3 to 8 players. For any fantasy RPG. As you explore this island you must overcome the island's riddles, puzzles, fights and traps. \$20.00

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By Palladium.

RIFTS RPG The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic. Giant robots and the nanites. Giant robots and the nanites. Giant robots and the nanites. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages. \$45.00

RIFTS Game Shields & Adventures Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 adventures ideas, maps, etc. \$22.00

RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc. set in North America. \$22.00

RIFTS Index & Adventures Vol 2 A quick, easy reference and index

for the last two years of Rifts releases, including Juicer Uprising, Coalition Navy

and War, Spirit West, etc. and adventures, ideas, maps and data. \$22.00

Mutants in Orbit An adventure sourcebook that can be used with Rifts or Teenage Mutant Ninja Turtles. Includes rules for generating Rifts characters, the background is a massive nuclear war that almost wiped out humanity, leaving small space colonies in orbit around the Earth to fend for themselves. \$20.00

The Mechanoid Invasion Trilogy Though not specifically for *RIFTS*, this complete RPG can be used with Rifts, Robotech, or Heroes Unlimited. This complete RPG was the first Palladium release, and now all three parts are released under this one cover, revised of course. The good guys in this story are human colonists from Earth. The bad guys are the Mechanoids, alien cyborgs driven by an insane hatred for all bipedal life forms, who strip-mine entire planets until they are completely consumed. 200 pages. \$20.00

RIFTS Sourcebook Campaign information on the Coalition Government, Skelebots, body armor, robot characters, villains, NPCs, weapons, equipment, monsters & adventure. 120 pp. \$20.00

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. These plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. \$20.00

RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new OCCs and R.C.C.s, including the Mindwerks cyborg, psychic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance, Gene-splitters, an evil Millennium Tree, monsters, etc. \$20.00

Rifts Sourcebook 4 - Coalition Navy Takes an in-depth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes pirates and privateers, warships, subs, power armor, equipment, key bases, commanders, notable sea monsters, etc. 128 pages. \$20.00

RIFTS Mercenaries A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transactional mercenary weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolken, Paces Empire, etc. \$29.00

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie. Robotech, Heroes Unlimited, etc.) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. \$35.50

RIFTS Conversion Book #2 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180+ pages dealing all of these gods, their magics and weapons. \$35.50

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Ullucian, horrific monsters, aliens, World Gate, morphomorphs, entraners, new racial character classes, Hospitaliers, etc. \$27.00

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, power-armor, & weapons, phase technology with new ships, weapons, cyborgs, etc. \$32.00

RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots, new fighters, frigates and cruisers; optional spaceship combat rules: the intruders with their solid energy spaceships and body armor, etc. 112 pages. \$23.00

RIFTS Dimension Book Four: Skraypers Nearly thirty years have passed since the monstrous Tarlok aliens conquered the planets of the Charizolion planet system. The few superheros who survived are hunted and destroyed like animals, yet they persevere and prepare to launch their greatest offensive ever. \$28.00

The Rifter Issue 1 The first issue: Palladium's own magazine. \$14.00

The Rifter Issue 2 A 120 sourcebook and GM's guide, dedicated the whole Palladium Megaverse; not just Rifts. This second issue has material for Rifts, Palladium Fantasy RPG, Nightbane, Heroes Unlimited, Ninjas, etc. \$14.00

The Rifter Issue 3 Features include the Xiteivix Hero and new Xiteivix aliens, optional martial arts reviews, Rifts fiction, critters, magic and herbs for Palladium Fantasy RPG, etc. \$15.00

The Rifter Issue 4 Features include life after death with the Palladium RPG, forebats for Nightbane, articles for Rifts, fiction, etc. \$15.00

The Rifter Issue 5 Features include RIFTS comic strip, experimental Skelebots, Nightbane Dreamstream Realm, Dragon Hunters, etc. \$15.00

World Book 1: Vampire Kingdoms Includes information on Vampiric characters, techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. \$27.00

World Book 2: Atlantis Domain of the multi-dimensional slaves known fondly as the Sploghor, who rule a magical realm of supernatural, and other-dimensional creatures. \$30.00

World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot New Camelot, 25 new unique spells, etc. \$27.00

World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. \$27.00

World Book 5: Triax & the NGR 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new bionics, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargoyle-like and other villains, an adventure, etc. \$32.00

World Book 6: South America The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female supervillains, reptilian D-bees, pincer warriors, priests and magic, potions & herbs, pirates, dragons, etc. \$30.00

World Book 7: Underseas Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib. Dolphins, Hotties, Finrats, Mutants, etc. 40 ocean magic spells, 20 whale songs, 40 magic, underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splitters, etc. \$32.00

World Book 8: Japan Samurai, Cyber-Samurai, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs, living Samurai swords, the anti-technologists of the New Empire: Oni. Supernatural monsters and elements of the zone, three new Giltar Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & items, etc. 216 pages. \$38.00

World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Ice Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-bees live, build wonderful machines. Arkfion Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. \$36.00

World Book 10: The Juicer Uprisings Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information, great new art, 160 pp. \$27.00

World Book 11: The Coalition War Machine The Coalition States have been building an army of incredible power! Runners of the Coalition States' plans to invade Tolken and other plots to strengthen and expand its holdings have existed for years, but even the best spies had failed to uncover Proctor's mad scheme. Now, it's too late, as the Emperor unleashes his new army. \$38.00

World Book 12: Pyscape Over a year later - but it is finally out! New psionic powers, new OCCs like the Naga-Psychic, Psychic Nullifier, Psi-Slayers and other psionic characters, and psionic implants that provide psi-powers but bring insanity. And most importantly, history & secrets of Pyscape. \$32.00

World Book 13: Lone Star A detailed look at the Coalition States of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. Includes the fearsome Xiteivix Killer, a mutant insect-humanoid vat grown by Lone Star and released into the wild in plans to hunt and kill Xiteivix. 160 pages. \$32.00

World Book 14: The New West The wild American West, a no man's zone forbidden to citizens of the CS, is explored in detail. Gun-slinger and Psi-slinger character classes, D-bees, Cyberknights, Reid's Rangers who protect the innocent and hunt vampires, Indian Warriors, notable towns, the Law (or what

passes for it): frontier justice - harsh & quick, etc. **\$38.00**

World Book 15: The Spirit West An in-depth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-bees, sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West. Provides plenty of monsters, evil spirits, magic, new weapons and equipment and hostile forces. Gives ideas for adventures and campaigns, for example, a clash between Coalition Reclamation Armies looking for lost bases, & the Native Americans who simply want to keep the armed invaders out of their land. **\$34.00**

World Book 16: Federation of Magic Delves into the legendary Magic Zone and the many factions, good and evil, of sorcerers and mystical societies counted among its members. Including new OCCs such as Conjurer, 150 new magic spells, aliens, D-bees, dangerous gods, maps, etc. **\$32.00**

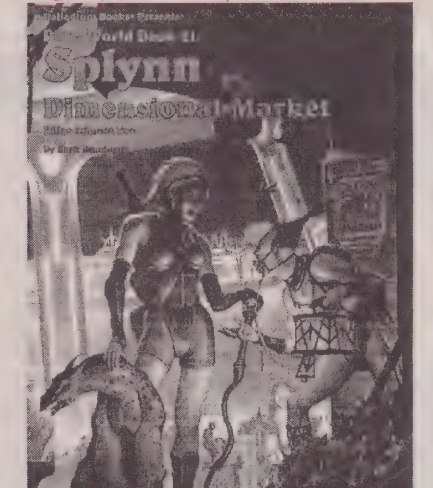
World Book 17: Warlords of Russia Russia and the slavic countries are said to be monster-ridden hell-holes. Perhaps, but the indomitable human spirit has risen from the chaos in the form of warlords. The warlords might be described as part barbarian, part animal, and part machine, for it is through the technological sorcery of bionics that they and their cyborg hordes dominate the land. **\$39.00**

World Book 18: Mystic Russia Picks up where Book 17 left off, as we focus on the mystical, monstrous and demonic aspects of the country and its human and inhuman people. Inspired by Russian myth. Includes D-bees, ancient gods, monsters, gypsies, Sovietist tanks, mystic Kuznets, etc. **\$31.00**

World Book 19: Australia Australia is isolated. Separated from the rest of the world by miles of ocean, it was left to dry out in the nuclear winter. So it stewed in its own problems. Magic touched the land, and native tribes retook much of the country. The white community was left without cities or support. Only two cities survived, which walled themselves in. So savage bands of whites wander the deserts, and wild towns, city-states and gangs forever war. The inland sea has risen again, and strange visitors walk the land. **\$38.00**

World Book 20: Canada With rules for surviving a cold wilderness environment, notable towns and kingdoms; the Tundra Rangers, Cybertic Horsemen, Inuit Shaman & Trapper O.C.C.s, Headhunter O.C.C.s like you never imagined; monsters of the North; new weapons and vehicles. **\$31.00**

World Book 21: Splynn Dimensional Market A place where it is said that one can purchase anything, including forbidden magic, alien technology, even people. Cavort with dragons, demons and humans. **\$39.00**



World Book 22: Free Quebec Examines the renegade Coalition state of Free Quebec and their battle to break free of the Coalition Empire. With weapons, vehicles, new Glintr Boats, etc. **\$39.00**

World Book 23: The Xitexia Invasion Delves into the frightening and alien world of the insect-like humanoids. With new varieties of the bugs, weapons and technology, the hive network, etc. **\$31.00**

RIFTS Novels

- 1. Sonic Boom!** Centers around a squad of Coalition soldiers on a "suck and destroy" mission to eradicate a rebel group known as The Army of the New Order. **\$14.95**
- 2. Deception's Web** The Coalition soldiers under the command of Lieutenant Sorenson fight their way back to civilization where they are faced with startling revelations, court-martial and treachery. **\$14.95**
- 3. Treacherous Awakenings** More details later. **\$14.95**

Realm of the Gateway

Realm of the Gateway Part One - the Magic Realm Set on the mythical world of Ulyande, a world trapped between the dimensions of science and magic. Half the world obeys the physical laws of magic - the other half, the laws of science. Where the two meet is a land of chaos called the Death Zone. This book contains the basic rules of the roleplaying game, plus Book One, the Magic Realm, with over 200 spells, dozens of creatures, etc. **\$45.00**

Realm of the Gateway Part Two - the Science Realm As with Part One, this is a complete roleplaying game in itself, that also contains all the source information on the Science Realm. With 20 psionic powers, cybertics, cloning, robotics, space flight, creatures, starships, etc. **\$30.00**

Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. **By Palladium.**

ROBOTECH RPG Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroyer inventory, data on various weapon systems & suits, etc. 110 pages. **\$24.00**

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **\$45.00**

Return of the Masters Expanded second edition with 40 extra pages. The invad invader are back, and so too are the Zentradi and the Robotech Masters! Has new mecha including bioroids, more adventure and action. **\$25.00**

REF Field Guide Includes an illustrated catalogue of the mecha, spacecrafts, combat vehicles, military bases, equipment, and uniforms of the REF, Inoganies, Invad, Robotech Masters & Zentradi. **\$28.95**

Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find them themselves pitting their own RDF mechs against identical machines piloted by traitors... **\$21.50**

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **\$21.50**

StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and profecuture. It also features heaps of new mecha and

variants on the old mecha, detailed info on the Zentradi Control Zone, Monas (a Zentradi stronghold) and Indochina. **\$21.50**

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. **\$24.00**

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroyers, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history. Mecha, Inoganies & Giants. 3 adventures. 160 pgs. **\$29.00**

The Zentradi Giants cloned solely for the purposes of war - the Zentradi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vehicles and Invid character notes. **\$15.00**

Zentradi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentradi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. **\$17.95**

Rolemaster

Rolemaster Fantasy

Rolemaster Fantasy RPG This complete RPG is not a new edition, just the previous edition collated differently, with 5% minor improvements to the rules. Contains most of the Rolemaster Standard Rules, some material from Arms Law and Spell Law. So prepare yourself for your journey toward the ultimate fantasy roleplaying adventure. This book is easier than ever to understand and has all you need to play the game - combat, character creation, and spell casting. **\$55.00**

Arms Law Fantasy and medieval melee and missile attacks with realistic-plus results. It expands the combat system from the Rolemaster FRPG to its full breadth. Each weapon, animal, martial art has a unique feel and flavor. **\$26.00**

Creatures & Monsters Over 200 pages of animals, monsters, and races that fly, swim, and terrorize the land, with detailed information on appearance, lifestyle, combat statistics, and background. Some creatures protect, some can be befriended, others threaten entire towns! Also contains design rules. **\$46.00**

Of Channeling Contains one third of the material from the old Spell Law book, plus the content from the Channeling Companion. **Due Nov** **\$26.00**

Of Essence Contains one third of the material from the old Spell Law book, plus the content from the Essence Companion. **Due Nov** **\$26.00**

Of Mentalism Contains one third of the material from the old Spell Law book, plus the content from the Mentalism Companion. **Due Nov** **\$26.00**

Character Law The rest of the material from the Standard Rules that is not in the Rolemaster Fantasy book, plus the fully expanded Talents and Flaws system as originally presented in Talent Law. **Due Dec** **\$37.00**

Gamemaster Law Pretty much as before. **Due Dec** **\$45.00**

Rolemaster Core Rules - limited stocks

Gamemaster Law How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, etc. **\$20.00**

Rolemaster: The Basics Bowed set sort of like a condensed or introductory version of Rolemaster, but containing all the elements you need to learn to play. Contains a selection of flexible character creation choices; a selection of spell lists; a selection of attack and critical tables; detailed material for unique character backgrounds; a skill development system; action sequencing based on initiative role, etc. **\$24.00**

Rolemaster Supplements - limited stocks

...And a 10-Foot Pole This is the ultimate equipment sourcebook for use with any RPG system, especially Rolemaster. Full equipment lists from Stone Age to Modern. Over 1,200 illustrations, each era has its own list showing prices for the era as well as production time and availability. **\$37.00**

10 Million Ways to Die Are your combats boring, lifeless and something to sleep through? You can overhaul this most interesting combat system into any roleplaying game. Combat is resolved with a simple one or two die process, but results are more varied. **Due Dec** **\$22.00**

Pulp Adventures Shortly after the turn of the century, came the time of heroic adventures, a time of dimes and gangsters; a time of new technologies making anything possible; it was the era of the Pulp hero! Three new professions, a dozen new training packages. A timeline of major events, list of major motion pictures, etc. **\$27.00**

Shades of Darkness Genre book. In the not too distant future, technology has spawned a terrible darkness. But from another dark place came a Dark Angel, promising to help man fight the darkness. Man joins forces with the Dark Angel, and Earth is somewhat devastated. Includes guidelines for characters being slowly corrupted. **\$27.00**

Weapon Law: Firearms Now you can run Rolemaster in post-medieval settings. This gives all the attack tables you need to resolve firearm combat in any era from medieval to modern. Features 500 hundred weapons, & guidelines for using in fantasy settings. **\$30.00**

Rolemaster Companions - limited stocks

Martial Arts Companion Gives you all you need to add true depth to martial arts in your games. Whether you run historical, fantasy, or modern, the rules in this book will assist you in giving martial arts the strengths & weaknesses they deserve, etc. **\$32.50**

Mentalism Companion Unlocks the powers of your mind! Explores the magic of the mind in detail. Inside you'll find new professions including the Seer, Annismaster, Astrologer & the Enchanter, variant rules, new options and spells, etc. **\$37.00**

CAMPAIGNS & SCENARIOS SERIES

Nightmares of Mine The first in this new series. A must-have sourcebook for GMs of any roleplaying system who want to run a horror campaign. Teaches how to put horror into any campaign from historical to fantasy, to sci-fi, how to design horror scenarios that will keep players on the edges of their seats, etc. This book can stand alone from Rolemaster. **\$26.00**

RUN OUT THE GUNS This is a complete roleplaying game that uses the Rolemaster Standard System Rules. This boxed set provides all you and your friends need for hundreds of hours of fantastic adventure in the 17th Century pirate realms of the Caribbean. Offers rich settings, simple rules, and an intuitive style of gaming. In no time at all, you and your players will become swashbuckling freebooters, risking all for a chance at Spanish gold. Includes streamlined rules, fast paced combat, heaps of background info, color maps, details on six sailing ships, etc. **\$55.00**

All Hands on Deck A journal for Run Out the Guns. More character templates, character backgrounds, fiction, rules. **Due Nov** **\$15.00**

Written in Blood A character journal and log for Run Out the Guns. **\$9.00**

Sailor Moon

SAILOR MOON RPG The ultimate English-language guide to the world's most popular Magical Girl Japanese anime series. The 200 page book includes B&V and color art, a complete roleplaying game that lets you play Sailor Scouts, Knights or Villains; a comprehensive resource section with guides to characters and episode guides; and over 200 images of art. The background of the series is that after banishing a great evil queen and her armies to the Negaverse, Queen Serenity of the Moon Kingdom sends her daughter and the court princesses 1,000 years into the future, into our day, where they were reborn as humans. Then the Queen died. And now the evil Queen is slowly invading our space again, and the reborn Princesses, young teenagers, suddenly find themselves in a deadly war. **\$46.00**

Sengoku

SENGOKU RPG An impressive 336 pages that present 16th century Japan for roleplaying, where honor is more valuable than gold and shame a fate worse than death. It is a time in Japanese history marked by nearly incessant civil warfare, rival warlords and samurai clans. Has a brief history, manners and customs, daily life, religion, occupations, skills, arms, armor & equipment, magic, campaigning, architecture, bestiary, etc. **\$55.00**

Senzar

SENZAR RPG A new fantasy roleplaying game that empowers the player with the will and the way to achieve his own destiny, all the way to immortality and beyond. Choose from among dozens of the most original races and professions ever created, grant yourself special powers, train yourself in killer martial arts, and study the most awesome magics. You can design your own magic, martial art, magic items and artifacts. And if you can conquer the mortal world, you can choose one of the three paths to true immortality and compete with other immortals to rule the cosmos. 250 pages. **\$41.00**

Creeping Death All manner of diabolical and demented creatures to torment your players. Dragons truly worthy of fear, demons never seen before, and the immortal Shadar Lords, more wicked than you can imagine. **\$30.00**

ShadowRun

SHADOWRUN 3rd Edition The popular fantasy cyberpunk game by FASA gets updated, revised and improved. Features a completely new look and feel for today's sci-fi and fantasy fan. The core rules remain essentially the same, but are presented in a more user-friendly style that will help new players understand the game and give experienced players a fresh angle on their games. All sourcebooks and adventures etc are still compatible. The year is 2060, magic is as real as the mean streets of the mega-sprawl. Corporations call the shots while nailing each other through covert operations. Fish and machines have merged, such as the street samurai with his smarts and impossibly fast reflexes. You're a shadowrunner, a professional. Working for or against the megacorporations. **\$55.00**

ShadowRun GameMaster's Screen 3rd Ed. The typical GMs screen, plus the Criters mini sourcebook, a collection of the wildest, weirdest and outright deadliest creatures in Shadowrun. **\$28.50**

ShadowRun Quick Start Rules Simplifies the ShadowRun game so that you can learn it quickly on your own or with friends. Complete with mini-adventure, eight starting characters and all required rules. **\$13.00**

Aztlan Eternal & mysterious, the nation of Aztlan is one of the great enigmas of the Shadowrun universe. This sourcebook gives players a look inside that secretive country & the sinister megacorporation that dominates it - Aztechnology. **\$30.00**

Blood in the Boardroom The shadow wars are erupting into all-out, open corporate warfare, with every megacorporation going on the offensive. This adventure uses the non-linear storyline style from Mob War which allows the player characters to work for or against any corporation as these behemoths try to destroy each other. **\$22.50**

Corporate Download The corporate war is over, but the corps now jostle for position in the shadows. This sourcebook describes the history, power players, and business interests of the top 10 megacorps. **\$33.00**

Corporate Punishment Contains multiple adventures that subvert corps against corps in schemes of theft and worse. **Due Jan Feb** **\$29.00**

Cyberpirates Smugglers, cutthroats and bloodthirsty thieves rule the seas from the Caribbean to Africa's Ivory Coast. Focuses on these unique ShadowRunners and the places they call home, from islands to governments to corporations. **\$38.00**

Divided Assets To the corporations, everything's an asset to be charted, inventoried, and maintained. Everything is accounted for, even people. But what happens when an 8 year old boy becomes the pawn in a messy extraction? For the Denver Boxed Set. **\$17.00**

Dreemchipper Missing experimental pleasure chips are linked to a series of brutal slayings. **\$13.50**

Eye Witness This adventure takes a team of ShadowRunners on a quest for justice across Seattle, into the Boardroom of a corrupt Corporation, the darkest corners of the Sprawl's slums, and the depths of Seattle's Underworld. **\$17.00**

Fields of Fire The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including how to act like a professional merc, pages of new weapons, support gear, and optional combat rules, clarifications, and expansions. 112 pages. **\$28.50**

First Run Features three complete adventures that help novice gamemasters and players learn the rules of ShadowRun 3rd Edition. From a basic gun battle to a run against a corporate research facility. Hints for advanced players. **\$22.00**

Germany Sourcebook Details society, politics and economics of Berlin, Frankfurt, Rhine-Ruhr Megaplex, etc. Written by real Germans & includes German equipment, local corps, etc. **\$34.00**

Harlequin's Back One of ShadowRuns most popular and enigmatic characters returns in 6 interconnected adventures that take players beyond their worst fantasies & wildest nightmares. **\$25.50**

High Tech and Low Life The Art of Shadowrun. Full of color and black and white illustrations taken from FASA's various artists, showing a blend of the ultramodern, near-future imagery of Cyberpunk and the more traditional characters and creatures of fantasy. **\$34.00**

Magic in the Shadows Revised and expanded rules based on the core magic rules in 3rd Ed ShadowRun. Incorporates rules from 2nd Ed products, replacing *Grimoire*, *2nd Ed* and *Awakenings*, plus a spell creation system, metamagic, totems, and other advanced rules such as magical threats. **\$37.00**

Man & Machine This sourcebook collects and updates in a single volume all of the cyberware, bioware and other physical enhancements previously published in ShadowRun source materials. It includes new rules for bioware, new cyberware, new cyberotechnology, rules for cybernauts and cyberzombies, plus basic rules for nanotechnology. **Due Nov** **\$28.00**

Missions Lets you put the rules in ShadowRun Companion to use. Belongs and magic fly in these short adventures, each of which focuses on a specific, hazardous mission, ranging from DocWagon techs pulling a client from the middle of a fire fight to a special ops mission for the UCAS government. **\$28.50**

Mob War! In this adventure, Seattle's most powerful criminal kingpin is dead, and war is brewing in the streets. The syndicate bosses and their street-gang foot soldiers are drawing lines and taking sides, with the Seattle Mafia, the Yakuza, and the Scoups Rings all getting involved. **\$20.00**

New Seattle Can you survive Seattle in the year 2060? This is a complete revision of the popular Seattle sourcebook. Find out how Seattle survived Dunkelzahn's election and assassination, as well as the on-going mob and corporate wars. Deadlier, more exciting, with darker shadows than ever before. Visit the city where runners come to hone their skills. **\$35.95**

Portfolio of a Dragon: Dunkelzahn's Secrets On Inauguration Night, 2057, the newly sworn in President of the UCAS, Dunkelzahn, is assassinated. But he left behind a Last Will and Testament that will give him the last laugh. But who are the assassins and why did they kill him? **\$27.00**

Predator & Prey It's man versus beast. Scenarios and adventure hooks that pit characters against paranormal animals in their natural habitats, whose formidable powers rival those of the toughest metahuman in the sprawl. **\$27.00**

Renraku Arcology: Shutdown The corporate war takes a disturbing turn when Renraku's huge Seattle arcology shuts down, trapping 100,000 people inside. No goes in or out, nor can anyone access it through the matrix. Who's behind it, what do they want, and what's happening inside? Adventure. **\$27.00**

Rigger 2 Overhauls and expands on the rules for riggers in ShadowRun. From creating a rigger character to down and dirty vehicle combat to electronic warfare. Also rules for robotics, vehicle construction, comprehensive vehicle instruction, dremes, etc. **\$38.00**

Shadows of the Underworld Five adventures focusing on the elections of 2057. The runners get entangled with everything from political agents to fanatical cults, from a gun fight on top of a building to the underground. **\$25.50**

ShadowRun Companion Updated reprint with one third being new information. Expands and clarifies rules for character creation, skill use and defaults, contacts, Karma, magic, and cyberware, and includes new rules for

playing metahuman variants and shapeshifters. A guide to creating adventures and campaigns offers step-by-step techniques to help gamemasters get the most out of Shadowrun. **\$28.00**

Street Samurai Catalogue Everything the urban professional prodigal-for-hire needs - firearms, armour, vehicles, cybergear, internal body-writing, and other nasty accessories. Slightly revised edition. **\$20.00**

Super Tuesday Collection of 5 stories set during the Chaotic United Canadian and American States Election of 2057. From breaking into Bug City, to stopping a psycho toxics shaman on a death mission, to tangling with a secret society, the players find out what it means when politicians enter the shadows. **\$25.50**

Target: UCAS For GMs and players, gives adventure frameworks set in the following explosive cities: Boston, Detroit, and Chicago where chaos reigns after the assassination of Dunkelzahn. Has Chicago finally been cured of the bugs? Or is the cure worse? **\$25.50**

Target: Smuggler Havens Need to fence stolen goods? Want to be the first to hear some dirt-and-information? Looking for a place to hide out for awhile? Come where the goods flow and the cops don't go, where pirates and smugglers hang out. **\$25.50**

Threats Fourteen of the most powerful and influential people, organisations, and entities in the Shadowrun world: magical secret societies, mad scientists, astral monsters, etc. All having the power to change the world forever. **\$32.00**

Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some runners to bring them back ASAP. **\$13.50**

Underworld Sourcebook Shadowrunners are not the only denizens of the criminal world. There are those who have taken the science of crime and made it into an art form. From the ordered world of the Yakuza to the violent anarchy of the Scoupi Rings, also the Mafia and the Triads. Each syndicate's markets, business practices, histories and secret rituals are revealed. **\$27.00**

Virtual Reality 2.0 A complete overhaul of all the rules for running Shadowrun's worldwide computer network, the Matrix. New rules provide a faster-playing version of decking through the Net, update Shadowrun technology, and offer new equipment and equipment rules. This sourcebook also includes rules for playing otaku, the mysterious technomancers who seem to live in the Matrix, and offers the most current information about Matrix law and AIs. **\$30.00**

SHADOWRUN NOVELS

Miscellaneous Titles

- 1. 2XS - \$8.50
- 4. Night's Pawn - \$8.50
- 6. ShadowPlay - \$8.50

- 2. Changeling - \$8.50
- 5. Striper Assassin - \$8.50

8. **Lone Wolf** Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it and prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side... **\$9.50**

9. **Fade to Black** Runners must free a man stuck in slave-like conditions from the harrowing landscape of Newkirk, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor... **\$9.50**

10. **Nosferatu** Serin is a ruthless mage and part time shadowrunner, but he feels evil, eleven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years... **\$9.50**

11. **Burning Bright** Dan Truman, of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. Will money & experience be enough to defeat the terrible power growing beneath Chicago? **\$9.50**

12. **Who Hunts the Hunter?** Four deadly killers cross paths - the wendigo Striper, the shaman Bandit, and from Nevada come Nevark and Monk. But who is the predator and who is the prey? Before they are done a killer will learn the meaning of mercy, and one who honored life will discover the necessity of ruthless destruction. **\$9.50**

13. **House of the Sun** The kingdom of Hawaii is a tropical playground, but it has a dark, dangerous underside. Its underside Dirk Montgomery, Lone Star cop turned shadowrunner, must navigate as he tries to stay one step ahead of the actions trying to control the islands. **\$9.50**

14. **Worlds Without End** Immortal elves Aina and Harlequin are convinced that horrors from the Fourth World are about to make an appearance in the Sixth. Then Aina's nemesis arrives, portending the coming evil - an evil that does not bend before megacorporations, shamans, dragons, or advanced technology. Aina and Harlequin might have the power to stop it - if they can unit their fellow elves. **\$9.50**

15. **Just Compensation** Andy's a shadowrunner wannabe until he accidentally participates in a real run, ending his safe life until that point. His half brother gets in trouble for refusing to go down a civilian army. The two then discover a conspiracy to take down the government. **\$9.50**

16. **Black Madonna** Leo, the world's greatest genius, wants to share the "truth" with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when dealer Michael Sutherland and pals Simon and Gerant team up to track him down, they find Leo has some very scary friends who don't want him to share the "truth" with anyone, and who would like to see Leo and the runners dead. **\$9.50**

17. **Preying for Keeps** Jack thought his lover betrayed him until she turned up dead. Now the data she stole is wanted by the elves, the yakuza and the mafia. And now a disease is rampant throughout Seattle, and it's up to Jack and his team to solve it. **\$9.50**

18. **Dead Air** Two elven bikers, Tamara and Jonathan, have been tearing up the league of Combat Biking, but then Tamara is given a brutal hit by another team. Jonathan is out for revenge, but if the megacorp agents, simeuse industries, operatives, and hostile mages don't kill him, the truth probably will... **\$9.50**

19. **Shadowboxer** A dwarf mere shadowrunner named Two Bears signs on to dig up some data on the word IronHelm. Easy job, easy cash, until the dealer helping him gets his brain fried in the matrix. **\$9.50**

20. **Steel Rain** A massive war brews between the Nagato Corporation and Fuchi Corp. But behind these growing hostilities looms a more sinister threat, requiring far more talents than weapons. To survive, Machiko of the Green Serpent Guard, must defeat a high-tech foe with almost unlimited power and absolutely no mercy. **\$13.00**

21. **The Lucifer Deck** Life on the streets of 21st century Seattle can be tough, especially for a young ork like Pita. And it gets a lot tougher when she witnesses a corporate mage murdered by the violent spirit she just conjured from another dimension. Now she's in a heap of trouble with the dead mage's employer, an organisation with something to hide. **\$13.00**

22. **Headhunters** What's the link between a man lying dead in a funeral parlor and one of the world's largest corporations? Why would those investigating Dunkelzahn's death care about this corpse? How long can Jack Skater survive? **\$11.00**

23. **Bloodsport** An old woman dies as a result of an ancient curse, and her two grandchildren investigate, and discover a strange religious cult proclaiming the end of the age of Iron Sun. But some secrets are better left buried... **\$11.00**

24. **Technobabel** He awoke in a body bag, his brain fried and a black hole where his memory should have been. If not for the cybernetic blade in his arm he would have been dead. But Babel is still alive and back in the game. **\$11.00**

25. **Wolf and Raven** Collection of ShadowRun short stories by Michael A. Stackpole. The interlinked tales follow the adventures of Wolfgang Kier, gifted shaman and operative for Dr. Richard Raven, the elven man of mystery who fights wrong doing in the mean streets of 2050s Seattle. **\$11.00**

26. **Psychotrope** It started out as a simple Matrix run, but now five top deckers are trapped inside a nightmare virtual landscape where lacking out is an impossibility - and what has all the hallmarks of a cyberpunk adventure of brilliant light and greetings from long dead family... and the terrible sense of being juggled between heaven and hell. There is only one thing in this computer generated netherworld that can be trusted, and it's not your senses... **\$11.00**

27. **The Terminus Experiment** Dr. Oslo Wake has created genetically altered living dead, infected metahumans who are not mere vampires, but something more deadly, that does not have to hide in the night. Warren Stony is the next test guinea pig, unless the Shadowrunners can rescue him. **\$11.00**

28. **Run Hard, Die Fast** Argent's former lover is in deep trouble - her op turned bad, stranded by her megacorp, targeted for flattening by two others. So Argent decides to risk all to save her, but he knows it's a suicide mission. But that never stopped the steel-armored street samurai before... **\$11.00**

29. **Crossroads** Secrets from Tommy Talon's past send him home to Boston where he comes into conflict with megacorp, yakuza, and a powerful spirit. He discovers some unexpected things about his past, and learns who his true enemy is - and it's someone very close to him. **\$11.00**

30. **The Forever Drug** The shapeshifter Konulus finds himself caught in the middle of a covert struggle between terrorists, smugglers, Lone Star, and the late president Dunkelzahn's legacy. And then a beautiful woman with amnesia turns up, he decides to find out how she fits into the picture. **\$11.00**

31. **Ragnarock** A shadowrun goes bad turns into a nightmare when Talon & his team are framed for an assassination against the dragon Lofwytt. **\$11.00**

The Dragon Heart Saga

1. **Stranger Souls** UCAS President Dunkelzahn, cut down by unknown enemies in the hour of his triumph, left one last set of orders for special agent Ryan Mercury, to save the world from magic so powerful that nothing can survive it. **\$10.00**

2. **Clockwork Asylum** Ryan Mercury, the late president's secret agent, wants revenge for Dunkelzahn's death. But a powerful cyberzombie under the influence of a powerful spirit stands in his way. **\$10.00**

3. **Beyond the Pale** In the mission given him by Dunkelzahn, Ryan Mercury promises to deliver the magical Dragon Heart safely to the metaplanes, where Thyra and her song are all that defend the earth against the onslaught of the enemy. But when Thyra is swallowed by the Chasm, the ultimate evil threatens the world. **\$10.00**

Soothsayer

SOOTHSAYER RPG (The Player's Guide) Written and published in Australia, this is a generic role playing narrative adventure gaming system that lets you play in any world or time period. The system allows you to bring together fantasy, reality, history and science fiction, or simply choosing just one. The system lets you play your favorite character in any setting. You can generate the characters you want to role play, creating entire storylines and even designing entirely new character species. The explicit, fast paced combat system makes for plenty of danger and excitement, whether unarmed, melee or ballistic combat. And you will role more than dice. The unique player assessed award system encourages creative role playing and enhances your whole gaming experience. **\$39.00**

Soothsayer Character Record Sheets & Reference Tables Contains 18 official character records and 40 roleplaying assessment score sheets. The cover is also a GMs screen. **\$10.00**

Set in Stone A mysterious lady employs the player characters to find and free her husband, but not all things are as they appear. And if the players take too long, assassinations will occur and trigger an appalling war. **\$10.00**

Spookshow

SPOOKSHOW RPG You play the part of a ghost who has learned to take on mortal guise again, pretending to be human. You even have a job. But why go back to being a banker when you can experience adventure and intrigue? Your new job? Espionage. This game merges the world of espionage with the mystique of the supernatural. 200+ pages, including background & rules. **\$40.00**

Sovereign Stone

SOVEREIGN STONE RPG This fantasy world of Loem is inhabited by orks, elves, humans, and dwarves, and the evil Tann. Larry Elmore has done the artwork, plus design the world, complete with beauty, intrigue, romance and evil. Margaret Weiss and Tracy Hickman will write a trilogy of novels based on this world. The game has been designed by Don Perin and Lester Smith, two industry "creats". **\$46.00**

Mythical Lands Not actually related to Sovereign Stone. This is basically Larry Elmore's autobiography, with heaps of his color & B&W art. **\$37.00**

Star Riders

STAR RIDERS RPG Very hard to find these days, but we have been able to obtain more stocks at last. A deliciously funny role playing game in the space opera tradition. When the Doudounoun Conquering Empire's bureaucrats slightly "misplace" Earth - the coolest place in the galaxy - you go on a galactic re-organisation, you go off looking for it. Your common complete adventures beginning at the end of the alien races of the Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!) **\$26.00**

Star Trek Roleplaying

STAR TREK The Original Series

STAR TREK The Original Series RPG This 288 page hardback book is the complete roleplaying game for the original TV Star Trek series. With a history and timeline of the Federation including a map of Deep Space and its neighbors, 6 starbases, 17 planets, 11 alien races which includes Klingons, Romulans, Gorns, Tholians, 17 planets, dozens of weapons and technology. 18 fully complete adventures beginning at the end of the alien races of the Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!) **\$65.00**

STAR TREK The Next Generation

STAR TREK The Next Generation RPG A beautifully presented hardcover, full color book with 310 pages. Features the "Iron System" - fast and cinematic game rules that allow you to create new scenarios based on real episodes or ones you create yourself. Simple character creation lets you begin play immediately. Detailed guidelines for creating and running your own episodes. Has an introductory adventure called "Shakedown Cruise" in which you go up against the Romulans. Has a comprehensive look at the history and continuing mission of the United Federation of Planets, covering Starfleet ships, etc. Also covers some alien races, ships, and creatures. **\$55.00**

A Fragile Peace The Neutral Zone Campaign, Vol. 1. With source material on the Neutral Zone including planets, outposts, characters and politics. A glimpse into the Romulan secret intelligence bureau: four complete adventures beginning a long campaign, including finding a Romulan Warbird with the bodies of its crew littered the floor. **\$27.00**

Holodeck Adventures The boundaries are set only by your imagination as you enter one of the most amazing inventions of the Federation - the holodeck. All you need to know to run games inside the holodeck, including three complete adventures. **\$30.00**

Operation Stormbird The Neutral Zone Campaign, Vol. 2. Has 4 adventures that continue the story, as players slowly discover an elaborate plot that branches the ancient sanctity of the Romulan Senate. **\$30.00**

Planets of the UFP Detailed treatments of 23 Federation planets, including history, politics, locations, leaders. Over 25 system and planetary maps, including homeworlds of UFP founding members. New technology, supporting cast characters, adventure hooks. 128 pages. **\$37.00**

Planetary Adventures Vol 1 Federation Space Exploration is Starfleet's primary mission. Ships venture into uncharted space seeking new lifeforms and civilizations. Has five complete adventures, including new species, technologies, and maps. Save a doomed people, outwit the Romulans, explore a dark nebula, return to Alden and Minos. **\$30.00**

Starfleet Academy Attend the finest institute in the Federation and take classes in basic warp drive, transporter theory, Klingon physiology. Fly at the Flight Range around Jupiter. Box with 3 books, 2 maps. **\$65.00**

Star Trek Narrator's Toolkit Has a lovely 3-panel color Narrator's Screen plus a 60 page sourcebook full of storytelling hints, design tricks, story and adventure design, converting existing episodes and supporting cast into game terms, and an adventures based on the episode "Hide and Q"; and how to make a game feel like Star Trek, including detailed entries on common themes. **\$27.00**

Star Trek NG Player's Guide Expanded character creation rules, new skills and traits, new alien species; also has guidelines for using miniatures in play, new rules for explosives, medications, hand-to-hand combat, and a new starbase setting. Hardcover. **\$48.00**

The First Line: Starfleet Intelligence Handbook Focuses on the shadowy world of espionage in the 24th century. With character generation for Starfleet intelligence operatives, details on rival agencies such as the Tal Shiar and Obsidian Orders; new SI technology. **\$27.00**

The Klingon Empire Boxed set with 3 books and 2 maps. Honorable, bloodthirsty, warlike, the Klingons are all this and more. All the info needed on playing Klingon warriors, with their skills and traits. **\$65.00**

The Price of Freedom Hardcover sourcebook of the United Federation of Planets. Gives the history of the UFP, politics, the founding worlds, detailed examination of Starfleet, its operations and branches. 14 new space ships: the UFP Merchant Marine; guidelines for playing non-Starfleet personnel: UFP economy, technology, colonies, etc. **\$45.00**

The Way of Kolinahr: the Vulcans Vulcan history, politics, role within the UFP. How to play Vulcan characters: Vulcan philosophical schools; pionic disciplines: Vulcan technology and devices. **\$27.00**

The Way of d'era: the Romulan Star Empire They are the hidden enemy, the foe who is both unknown and unknowable. Details history and politics, the Imperial government and the Senate, the Romulan Star Navy, Romulan worlds, new ships, technology, aliens, etc. **\$65.00**

STAR TREK Deep Space Nine

STAR TREK Deep Space 9 RPG Invites players to explore the frontiers of the Alpha Quadrant, far from gleaming starships and Federation law. Players shed Starfleet uniforms to become Cardassian spies, Bajoran mystics, Ferengi smugglers, and Station crew. Hardcover book. **\$65.00**

Star Wars

STAR WARS 2nd Ed Revised & Expanded The hottest RPG just got hotter. This new hardcover, full color edition is a revision of the popular 2nd Ed rules that make the game more exciting and fun to play. Features dozens of examples to make the rules easy to learn, over 30 character templates, a solo adventure, a player handbook that explains the game, and an overview of the Star Wars Universe. 240 pages. **\$50.00**

Alliance Intelligence Reports Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information and game statistics, including numerous new droids, vehicles, and aliens. **\$25.50**

Classic Adventures Presents two Star Wars 1st Ed adventures, *The Politics of Contraband* and *The Abduction of Crying Danger Singer*. The first is a story revolving around the life of a smuggler; the second story is about a famous singer being kidnapped. **\$30.00**

Classic Adventures # 4 Adventures from the Star Wars Journal. Help defeat the Empire as you hunt for a powerful Jedi relic, evade bounty hunters, go undercover in an Imperial retraining camp, and command New Republic armored forces against an Imperial onslaught. **\$34.00**

Classic Campaigns This book presents two Star Wars First Ed campaigns, completely updated to 2nd Ed. The 1st features the adventures of a group of rebels on a modified space yacht. The 2nd chronicles the efforts of rebels to stop construction of an Imperial resupply base in the Trax sector. **\$25.50**

Cracken's Rebel Operatives A collection of saboteurs, operatives, spies, contacts, and informants who work with or for the Rebel Alliance in its valiant struggle against the evil Galactic Empire. Provides detailed info on some of these more famous individuals. **\$25.50**

Cracken's Threat Dossier Delve into the secret files of New Republic Intelligence and learn the inside story on some of the greatest threats the New Republic has ever faced. Go on a guided tour of the Hapan Cluster, tangle with the forces of Nil Spar and the Yevethan Protectorate, or match wits with the Human League on Corellia. This is a companion to 7 Star Wars novels. **\$34.00**

Cynabar's Fantastic Technology: Droids Gives players and GMs a detailed look at these fascinating machines, from the lowliest astromech to the most complex units. Complete droid construction system, etc. **\$25.50**

Dark Empire Sourcebook A 128 page hardback sourcebook based on the smash-hit comic series following on from the end of Return of the Jedi. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. **\$42.50**

Deathstar Technical Companion Details daily operations, personnel, defenses, auxiliary vessels, power plant, etc. With deck plans & maps for hangars, surface trenches, etc. 96 pages. **\$25.50**

Galadinium's Fantastic Technologies From an Abyssan grafting patch to the Verpine Scatter Gun, this catalog contains essential adventuring gear for rough and tumble encounters. Sections detail weapons, micro-electronics, survival gear, droids and medical supplies. Galadinium's catalog of wares will prove to be indispensable. **\$25.50**

GameMasters Handbook More rules and ideas for GMs, giving tips and hints on making your games more challenging & fun. **\$30.00**

Heroes & Rogues Develop your character's past, education, homeworld, family, past loves, past occupations. Has over 60 character templates, 43 GM characters, system for making backgrounds. **\$30.00**

Hideouts & Strongholds From mercenary encampments to pirates' fortresses - over 24 bases are described. Featuring detailed maps on diagrams that illustrate each location. Includes notes on the surrounding terrain. **\$37.50**

Imperial Double-Cross A young man runs away from his boring homeworld and stows away with the infamous smuggler Obi-Keefe. **\$7.00**

Imperial Entanglements Supplement for the miniatures rules, focusing on the civil war between Imperial and Rebel forces. **\$10.00**

Lords of the Expansive Come to the Tapani sector and mix it up with the lords and ladies of the noble class. Forget dusty cantinas, swarms, grand balls and exclusive luxury resorts are your venue now. Boxed set with a sector guide book, a GMs guidebook detailing the great houses, the Forceworlds Region, secret societies, Rebel cells, bacta pirates; a complete mini-campaign & introductory adventure. **\$51.00**

Player's Guide to Tapani Introduces players to the noble houses of the sector, its alien planets, governments. The culture of the nobility is given, also character generation, and a gazillion of other homeworlds, etc. **\$20.90**

Mos Eisley Boxed set. Delve into this hive of scam and villainy. With 96 page galaxy guide and a 32 page adventure. A full color map shows the cantina on one side, and the downtown spaceport streets, Jabba's Townhouse, and docking bays on the other. Also contains 12 pewter 25mm Star Wars miniatures, including 3 new ones. **\$65.00**

No Disintegrations Attention bounty hunters! Friendships betrayed, lost loves, belongings stolen... those who have been wronged want justice. And they are willing to pay handsomely to get it. That's where you come in. You're a bounty hunter. This book has 3 major adventures for bounty hunters. **\$25.50**

Operation: Elrood The remote Elrood sector is on the brink of a major corporate war! Pirate attacks are destroying cargo fleets and a top Rebel operative has disappeared. "Is the Empire the real enemy here?" **\$25.50**

Platt's Smugglers Guide Smuggling is a tough business, and this book provides you with all the pros and cons, by providing the following information: Who do you work for? How do you get your ship? Tools of the Trade: Who do you know? Who's after you? And 18 full color character templates. **\$30.00**

Platt's Starport Guide Want to see the galaxy? Don't join the Imperial Navy! Just follow smuggler extraordinaire, Platt Obi-Keefe as she takes you on a vagabonds tour of seven starports, including a backwater haven, a wandering trading ship, etc. 160 pages. **\$42.50**

Rules of Engagement: Rebel Specforce Handbook They undertake only the most difficult missions. They are experts in hand to hand

combat, weapons, tactics, and survival. They are the Rebel Alliance's most elite soldiers, fighting the best the Empire has to offer. They are the Rebel SpecForces. New weapons, equipment, vehicles, optional rules, commando training, etc. \$32.00

Secrets of the Sisar Run The cargo mine was too good to be true: big profits and minimal risk. But no one can be trusted. \$10.00

Shadows of the Empire A hardback sourcebook of the novel *Shadows of the Empire*, which is a sequel to *The Empire Strikes Back*, but before *Return of the Jedi*. After his defeat on Cloud City, Luke finds himself a pawn between Darth Vader & the leader of the Black Sun criminal organisation. Luke must attempt a daring rescue while hunted by many foes. \$34.00

Shadows of the Empire Planets Guide Features comprehensive coverage of the new planets of Steve Perry's best selling novel, from geography and politics to military and famous people, including Greedo's homeworld, a Bathan frontier world, etc. \$25.50

Star Wars Alien Encounters Features over 100 of the most exotic, interesting and unusual aliens, culled from dozens of Star Wars novels, comic books, RPG adventures, etc. Also has an alien-generation system to make your own aliens with. \$38.95

Star Wars GM's Screen Revised Includes a 64 page book with over a dozen player character templates, lists of skills and force powers, game stats for common characters, starships and vehicles, etc. \$16.50

Star Wars: Live Action Adventures In ordinary roleplaying, you're at a table holding a piece of paper. With this book you are there in the thick of the action, surrounded by your enemies and allies. \$14.00

Star Wars: Live Action Gamemaster Toolkit Tips on logistically planning and running LARP events. \$10.00

Star Wars Movie Trilogy Special Edition 200 page hardback book. From the glittering spires of Coruscant to the blistering Dune Sea of Tatooine, the secrets of the Star Wars universe are at your fingertips. This fully indexed volume features scores of exciting new artwork and photographs from the re-released Star Wars Trilogy movies, and gives detailed game information on characters, ships, planets, equipment, etc. \$42.50

Star Wars Planets Collection Within this 256 page book are two dozen worlds waiting to be incorporated into Star Wars adventures. From the dangerous trader port of Celanon, to the mining centers on Geonosis and the criminal haven of Korbinn, this supplement has something for every Star Wars campaign. \$42.50

Tales of the Jedi Companion 4 millennia before the rise of Emperor Palpatine, Jedi Knights struggle against the dark side of the Force and its minions. This companion to the Dark Horse comic book series features detailed game statistics and histories for the people, places, starships, vehicles, etc. \$42.50

Tapani Sector Instant Adventures Race to recover the secrets in the Moscovite File, plot a daring hijacking, scout uncharted reaches, plunge into the intrigues of a noble house, etc. \$11.00

The Black Sands of Socorro A frontier world far from the tyranny of the Empire, Socorro offers opportunity, wealth, and danger. Travel the Doaba Balllands and explore its unforgettable world. \$12.00

The Far Orbit Project A Pirates & Privateers supplement. Join the fearless crew of the *Far Orbit*, the first Rebel privateer ship, a Nebulon-B warship. Stage a series of daring strikes on Imperial worlds. With detailed deck plans, source material, complete campaign, etc. \$39.00

The Jedi Academy Based on the novels by Kevin Anderson, The resurrected Emperor is defeated. Leia Organa Solo and the New Republic struggle to rebuild in the aftermath of this terrible conflict, and Luke Skywalker begins his search for new Jedi students. But one of Luke's students is corrupted by the Dark Side, and becomes the new Dark Lord of the Sith - and now the New Republic is threatened. \$37.50

STAR WARS GALAXY GUIDES

Galaxy Guide 1 - A New Hope 2nd Ed A definitive collection of backgrounds, statistics, and information on the heroes and villains from Star Wars, as well as a new adventure set on Tatooine. \$25.50

Galaxy Guide 2 - Yavin & Bespin 2nd Ed Details moons, inhabitants, adventure ideas, etc. \$25.50

Galaxy Guide 3 - The Empire Strikes Back 2nd Ed Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. \$25.50

Galaxy Guide 4: Aliens 2nd edition aliens book has been expanded and updated for the 2nd Ed Star Wars. \$27.00

Galaxy Guide 5 - Return of the Jedi 2nd Ed. Here you can find backgrounds, personality sketches, and anecdotes of the villains and heroes, humans and aliens, and monsters and droids appearing in *Return of the Jedi*. Also contains a new adventure set on Endor. \$25.50

Galaxy Guide 7 Mos Eisley A complete overview of this city, with detailed location descriptions, illustrations, maps, a history of Tatooine, and information on heaps of famous & infamous smugglers. \$25.50

Galaxy Guide 9 Fragments from the Rim 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, and locations. Also swoop gangs, merc units, corporations, etc. \$25.50

Galaxy Guide 11 Criminal Organisations Slaving, spice mining, smuggling, gun-running - there is always someone who will supply the goods, no matter what. From huge crime bosses to low-life thugs and slavers, criminals have a large influence on the Star Wars galaxy. \$27.00

System's Failure

SYSTEMS FAILURE RPG A new RPG by Palladium. The Y2K bug sent the world "off-line", followed soon by anarchy leading to the collapse of whole cities, made infinitely worse by an invasion of aliens that feed off human energy and turn humans into zombie-like slaves. All that is left of the human race are the Survivors. Nature-Lovers, Farmers, Gun Bunnies, Eggheads, and backwood wackos. You play one of these wackos, fighting to save the world from its post holocaust disaster. \$24.00

Swashbuckler

Swashbuckler RPG Players become heroes, championing the causes of right and justice against all foes whether malicious criminals or unscrupulous monarchs. Live the life of high-seas captains, armed with letters-of-marque, battling pirates and Spaniards for gold in the Caribbean. Become a gallant gentleman rescuing maidens from prison towers. \$30.00

For the Love of Justice Contains two complete and partially intertwined adventures. First you travel to Italy in pursuit of a murderer, and the second adventure involves you in royal intrigue in the German states. \$20.00

Teenagers from OuterSpace

Teenagers from Outer Space RPG The amazingly weird roleplaying game that lets you become a character in your very own (or somebody else's) Japanese animation comedy show. Complete with everything you'll need to create silly superpowers, gadgets, bikini battlesuits, mecha mayhem, magical girlfriends, sex-changing boy/girl gun, etc. \$33.00

The Dominion Tank Police

The Dominion Tank Police RPG By Guardians of Order, based on the Japanese anime series. Now you can join the ranks of the Tank Police in their fight against crime, or be part of the Buisku Gang in their quest for power and glory. In the year 2010 A.D. the Earth is a very unfriendly place, the atmosphere is a poisonous bacterial soup, vicious underworld organizations have run of the cities, and governments are helpless. Only the trigger happy Tank Police stand against them. Over 160 pages, color. \$37.00

The Devil's Addition

The Devil's Addition Not really a roleplaying game, but more like a *Fighting Fantasy* book set in the Wild West. Relive the sights, sounds, and personalities of Abilene's saloon district. Play "pistol pop", shoot it out with Texas outlaw John Wesley Hardin, talk to Wild Bill Hickok. \$33.00

The Everlasting

THE EVERLASTING Foundation Book I Book of the Unliving Written by Steven Brown, who has written many White Wolf products, such as *Dirty Secrets of the Black Hand*. This book is a complete roleplaying game, set in a world which is a daydream shadow of our own reality. Join medieval day angels, dragons, elves, vampires, mythic gods, nightmare lords, immortal grail knights, werewolves, etc. This first book introduces you to the darker side of the Secret World, where you take on the role of Dead Souls, Deathmech Cyborgs, Ghouls, Grim Reapers, Reanimates, Revenants, Vampires, the Catecombs, Underworld, etc. New concepts are introduced, such as communal protagonists, customizable rules, gamemasterless options, dream control methods, and can be played with playing cards, dice, or even freemove. \$45.00

THE EVERLASTING Foundation Book II Book of the Light This is also a complete roleplaying game. It introduces you to the epic struggle between good and evil that is taking place throughout the Secret World. It features angels - including half angels, dævas the mythic gods, Questers (immortal grail knights), Demons, the Wer, the Astral Aetherials, the Seven Heavens, New Camelot, the Netherworlds, etc. \$45.00

THE EVERLASTING Foundation Book III Book of the Spirit The secret world, a daydream shadow of our reality. You are not human, you are a spirit of the dreamworlds of astra, chained to an earthly form. You have visited the netherworlds, dream cities, darkest nightmare lands. Or you can be a gargoyle, a manitou, a djinn, or even one of the "possessed". \$45.00

Tinker's Damn

TINKER'S DAMN RPG A roleplaying game of Japanese animation girls with rabbit ears and big oval eyes. The game can be based on any genre, not just sci-fi and fantasy. Ever wondered what it would be like to use magic in a private detective game? Then check out *Hot Rod Apocalypse*, just one of the three sample campaigns provided in the book. Includes creating characters, vehicle design and combat, magic, the net, cyborgs & robots, weapons and weapon design, etc. \$25.00

Tribe 8

TRIBE 8 RPG The world as we know it was suddenly destroyed. The Z'br'i, an evil alien menace beyond comprehension invaded the world from another dimension. But the portal was closed, stopping any more from arriving, while those who remained went berserk, enslaving, torturing, murdering almost all of humanity. But the Goddess saw man's plight and sent eight Fatimas to create eight tribes, who then took the struggle to the Z'br'i. Joshua, the eighth Fatima, lead his tribe into the stronghold of Z'br'i overlord, and slew him, but he himself was slain, and the tribe was all but obliterated. But this eighth tribe, Tribe 8, is slowly being resurrected, as misfits, outcasts and homeless humans come together to refill its ranks. But the Z'br'i still remain, and most of humanity is still enslaved. The seven remaining Fatimas bicker among themselves, but gift them with weapons with which to fight the Z'br'i. Set in this tribal future, player characters are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old. 108 pages of history & background, 100 pages of game rules and information, etc. \$57.00

Tribe 8 Weaver's Screen & Assistant A typically illustrated GM's screen, with a GM's guide with expanded advising on GMing, details on creating epic cycles, portrayal notes for all the major locations, the first volume in the Tribe 8 story line, etc. \$32.00

Book of Legends Adventure sourcebook. Regroups several key legends and provides complete guidelines for turning them into quests. *Dec*. \$30.00

Children of Lilith A new Fatima appears among the Fallen, gathering them together into a powerful force and challenging the Seven Tribes. Will Lilith bring lasting freedom to the 8th Tribe, or their destruction? \$35.00

Horrors of the Z'br'i The Baron, supreme in his decadence, rules over a court of twisted courtiers, but other beasts have their own plans. *Nov*. \$39.00

Tribe 8 Companion Name source material covers the Lost Tribes of Joshua the Ravager and Mary the Forgiver, the Quest Circles, the Keepers. Also additional resources to the Weavers, advanced combat rules, expanded Synthesis, and two complete quests. \$37.00

Vimary 144 page core supplement. Details the game's core setting, and provides countless ideas and resources for quests and cycles. With an innovative telling of the history of the Seven Tribes, detailed return to Vimary itself, over a dozen maps, a look at the major player factions. \$42.50

Word of the Pillars Sourcebook and player's guide for Joan the Warrior and Tera Sheba the Wise tribes. Secret histories, rites, rituals, important tribe members, & why they have such a headline against the Fallen. \$33.00

Tribes

TRIBES RPG It's 50,000 BC. Where are your children? This is a roleplaying game that simulates the way we think our ancestors lived long ago. Players can re-create and change the earliest human societies, and see what effects the rules of society have on their ability to survive and reproduce. The object of the game is to raise healthy children. Includes simple rules with no cover, a gameboard, tokens on sheets, etc. Presented in a ziplock bag. \$18.00

Trinity

TRINITY RPG Hardback Edition White Wolf's latest complete roleplaying system, this one set 150 years into the future. Was called Aeon, Academy and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds, as well as establishing orbital colonies and terraforming Mars. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called Aberrants, monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are pious - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. With guidance from the enigmatic Aeon Trinity, pious hope to protect humanity from its own twisted reflection so that Earth's people can take their rightful place among the stars. Investigate the unearthly Q'n, beings at once supremely human and disturbingly alien. 318 pages, 152 in full color, which prevent a very detailed overview of life in the 22nd Century. The softcover version contains an added Storyteller-only section that updates the Trinity universe for newcomers. Hardback. \$55.00 Softcover. \$28.00

Alien Encounter: Invasion A year ago the alien Chromatics attacked the Earth. Humanity united to repel their attack. Now the Chromatics lead a daring counterattack against these warlike Chromatics. Two adventures. source material, secrets about the Upeo vs Macho Chromatics, Aberrants. \$33.00

Alien Encounter: Deception Contact has been restored with the Q'n Aberrants! But not everything is as it seems - they are in league with the Aberrants! Contains two adventures with heaps of setting material. \$34.00

America Offline Psi orders of Orngotek & PSA Sourcebook. With expanded, full color source material, detailed tips on playing an elektokinetic, including new psionic powers, revealing information on North American society and politics. \$35.00

Darkness Revealed: Descent into Darkness The indigent are

disappearing from Lunar slums. The few found are dead and missing vital organs. Members of two psi orders may not only know about it, they may be behind it! \$28.50

Darkness Revealed: Passage Through Shadow A conspiracy threatens to destroy the psi orders. The Aeon Trinity relies on you to expose it. The maze of treason and subterfuge leads you to Europe, N. America, and finally into space, where you will confront the greatest threat Earth has faced. \$38.50

Darkness Revealed: Ascent into Light Strife divides the psi orders when they should be united against a horrible threat from beyond the stars. Can you help Earth's pious save humanity? Can you unite them? \$30.00

Hidden Agendas The Trinity storytellers screen and a booklet containing expanded information on the 22nd century universe. Also has an introductory story that kicks off the ongoing Darkness Revealed adventure series. \$27.00

Luna Rising The moon is home to the psi order known as ISRA, a loose brotherhood of pious with the ability to cause their senses across vast interstellar distances. This sourcebook gives expanded rules, new psionic powers, info on Luna society, etc. \$30.00

Shattered Europe Reveals the inner workings of the Aesculapian Order and explores the ruins of Europe. Find out what the does are really up to in their clinics. Learn to be a vitanokinetic and explore Europe. \$37.00

Stellar Frontier Details the long-lost Upeo vs Macho psi order and explores the isolated extraterrestrial colonies. Learn what it's like to be a teleporter. Learn the truth about how the colonies survived their exile, and what threats remain there. Find out why the Upeo vanished, where they went, and why they have returned. \$37.00

Trinity Dice Set of ten 10-sided dice, red on black. \$13.00

Trinity Field Report: Alien Races In the 22nd Century, humanity has made contact with three spacefaring alien races: the Q'n, the Chromatics and the Coalition. This book gives their true natures, faces and intentions. \$9.50

Trinity Field Report: Extrasolar Colonies Five years ago, Earth's extrasolar colonies were stranded in the depths of the void. The disappearance of the teleporting Upeo vs Macho left our children orphaned in deep space. Now, years later, new jump ships are complete, so we can learn the fate of those colonies. \$9.50

Trinity Field Report: Media A full color setting dossier from Aeon for all orders and operatives. It looks at the entertainment medium in the 2120s, from news to music to holosims. See just how far media and entertainment permeate every aspect of 22nd century society. \$9.50

Trinity Field Report: Psi Laws Earth has returned from the brink of destruction, and people with awesome powers have emerged. Yet anarchy does not reign. This Report advises pious about the extremes to which they can take their powers on Earth and the frontier, and warns of punishment. \$9.50

Trinity Players Guide New character creation rules, new backgrounds and an alternative Aptitude system, expanded information on a myriad of facets of 22nd Century society from the UN to daily life: revealing details about the Aeon Trinity, the psi orders and the Aberrants. \$42.50

Trinity Technology Manual Spaceships take us to distant stars. Computer agents roam the electronic OpNet. Bioapps commune with pious' minds to become living weapons. New spaceships, weapons, bioapps, satellite suits, computers, drugs, gadgets, etc. \$29.00

Tunnels & Trolls

TUNNELS & TROLLS RPG Boxed Set By Flying Buffalo. This fantasy roleplaying game is an old title, still available. This boxed set includes the complete rulebook, a solitary adventure, and introductory GM scenario by Mike Stackpole, a Player Character Pack, and dice. \$27.00

Twilight Imperium

TWILIGHT IMPERIUM RPG By Fantasy Flight Games. After thousands of years of chaos, it is the dawn of a new age as the Great Races maneuver politics and space fleets, trying to take control of the Imperium. But it is also a time of great danger, intrigue, and opportunity for fame, power and wealth. You can be a trader, assassin, mercenary, politician, etc. Simple rules system, 40 planets and 6 alien races are detailed, & intro adventure. \$37.00

Unknown Armies

UNKNOWN ARMIES RPG By Atlas Games. A brand new roleplaying game of transcendental horror and furious action. The world spins madly towards the end of time. Self-appointed messiahs are appearing everywhere, weird cults arise daily, and magic flows from the wounds of the world. The occult underground rages with the battles of unknown armies: stripe; clockwork humans and plodding golems slip through the cracks of society. Entropies eat your memories and then spit them back at you with poison added; the sects and fringe groups vie against each other. Loathsome monsters, bizarre supernatural forces, mind bending magic, warning of the end and ten-thousand bullets. 224 pages, for mature readers only. \$46.00

Lawyers, Gum, & Money Covers Us biggest cabal: history, structure, high-tech equipment, magical gear, sample agents, dossiers, secrets Alex Abel doesn't want you to know about, two difficult missions, etc. *November*. \$37.00

One Shots Five stand-alone scenarios with ready made characters. No heavy prep or grand plans, just dive in and get a taste of the occult underground. Since each of these nasty little tales is self-contained, nothing is guaranteed, nothing is safe, nothing is what it seems. Anything can happen. \$28.00

Usagi Yojimbo

USAGI YOJIMBO RPG 2nd Ed You're read the adventures about this samurai rabbit called Yojimbo, now you can play them! The world is 17th Century Japan, but all of the characters are animals. Each story mixes seriousness with silliness. Also lists every Usagi story ever published, a complete character index with every character named in the comic, and a map of Usagi's Japan. \$30.00

Vampire: the Masquerade

Vampire: The Masquerade 3rd Ed. Hardback A horror storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravenous fiend. By White Wolf. After nine years White Wolf has updated its flagship title. The book that launched a renaissance in the roleplaying industry returns in a revised edition. New everything, from top to bottom. In this mammoth volume can be found all 13 clans, all major Disciplines and a host of brand-new information on both the Kindred and the "things" that hunt them. This book compiles everything that a Vampire player and Storyteller needs to know about the Kindred and the World of Darkness. Also has all new information on the changes that afflict the clans, and on the beginning of the end of the Camarilla. \$57.00

Limited Edition Guide to the Camarilla/Sabbat This strictly limited edition has a hardcover slipcase, containing the limited edition hardcover version of *Guide to the Camarilla*, and also a limited edition hardcover *Guide to the Sabbat*. With the end of the millennium approaching, the Camarilla is beset by foes, within and without. However, the Camarilla is most definitely *not* the group containing the vampire "good guys". This book tells you all about the vampires who make up its ranks, how the organization works, its secrets, 232 pages hardcover book. *The Guide to the Sabbat* covers the Sabbat sect, where being a vampire means being a soldier on a holy war against cannibalistic monsters who passed on the Curse of Cain. 224 pages. \$140.00

A World of Darkness 2nd Ed Venture into those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia,

22 - Roleplaying Games: Vampire: Dark Ages

Japan, & the USA. \$34.00

Book of Nod Pocket sized book that contains the records of the birth of the undead, with invaluable insight into vampire origins. \$19.00

Chicago Chronicles Vol 1 A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. \$37.50

Chicago Chronicles Vol 3 A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. \$34.00

Children of the Night Fully details the heavy-hitters of Vampire's World of Darkness - the Lords after Dark. Includes the justicars and many archbishops of the Camarilla, as well as key priests, bishops, pack priests, Sabbat cardinals and more. \$28.00

Cities of Darkness II An account of Kindred control, corruption and conspiracies across America. This book combines the previously out of print Dark Colony and Alien Hunger. \$25.50

Clan Book: Assamite Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood. Assamites are among the most exclusive clans. Once hunted, these vampire assassins are now sought by the Kindred to dispose of their enemies. \$20.00

Clan Book: Brujah History, traditions, myths and secrets of Clan Brujah. 10 templates of characters. & mysterious powers. \$20.00

Clan Book: Gangrel Hunt. They Gangrel run with the werewolves and the powers they gain. 10 sample characters, history, etc. \$20.00

Clanbook: Giovanni The last Clanbook is the Giovanni, who are final in so many ways. Stewed in blood and trachery, this sinister clan of necromancers worms its way through the night while feigning non-involvement. With its connections to the Mafia. Discover the bloody legacy of these insular undead, and their even deadlier future. \$22.00

Clan Book: Lasombra From their webs of shadows the Lasombra guide the destiny of the dread sabbat. Unseen even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of king and Kindred. \$20.00

Clan Lasombra T-Shirt XL size. \$37.00

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book). The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. \$20.00

Clan Book: Nosferatu Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. \$20.00

Clan Book: Ravnos Gypsies, vagabonds, and charlatans, the cunning vampires of Clan Ravnos roam the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving curses. \$22.00

Clan Book: Setites Cackling corrupt by even the most crooked Venture, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. \$37.00

Clan Setite T-Shirt XL size. \$37.00

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Tor character templates. \$20.00

Clan Toreador T-Shirt XL size. \$37.00

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. \$20.00

Clan Book: Tzimisce Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, they Tzimisce hope to attain something more. This book is strictly Adults Only. \$20.00

Clan Toreador T-Shirt XL size. \$37.00

Clan Book: Venture The vampires of Clan Venture understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and Venture know they are they only hope. \$20.00

Demon Hunter X For World of Darkness. Describes those rare mortals of the Far East who pit themselves against the Deadly Kingdom's monstrous demons. From the millennia-old tradition of the Shih to the top-secret, high-tech Strike Force Zero. \$27.00

Dialerize A combination of the two out of print titles Awakening and Bloody Hearts. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. \$27.00

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that secret give to know the role the Black Hand has played in their own history. \$29.95

Ghouls: Fatal Addiction By day they walk among mortals as innocents; by night they crawl among Kindred as fodder and slaves. They are ghouls, suspended between the lure of eternity and gates of damnation. \$27.00

Guide to the Camarilla With the end of the millennium approaching, the Camarilla is beset by foes, within and without. However, the Camarilla is most definitely not the group containing the vampire "good guys". This book tells you all about the vampires who make up its ranks, how the organization functions, the powers its members and officers possess, and also a few of the elders secrets. 232 page hardcover book. \$45.00

Guide to the Sabbat The Sabbat are depraved monsters, reveling in their Damned state and herding the kind about them like cattle. The Sabbat wage a secret war against the elders, struggling night after night to free themselves from the tyranny of the dread Antediluvians and the Jihad itself. New bloodlines, disciplines, secrets, schemes, and layers of intrigue. \$45.00

Kindred: The Embraced This contains Volumes I, II, and III of the American TV series. All 377 minutes worth. Note that you must have a video player than can play NTSC. Drains you into a mysterious realm of Mafia wars, forbidden liaisons and inhuman humans. Adults only. \$80.00

Laws of Elysium Now you can live/roleplay vampire elders. From tips on roleplaying them to new powers belonging only to these ancients, whom you control the true power. \$28.50

Laws of the Hunt For Mind's Eye Theatre. Provides what you need to hunt down everything from vampires to risen, changelings to Glass Walkers. You might even live to learn about it. With rules for character creation, updated and revised Numina. \$28.00

Laws of the Hunt Player's Guide: The Hunter's Tools Complete guide to the furthest reaches of mortal power for Mind's Eye Theatre, for the experienced hunter. Includes rules for the terrifying Daintian, hunters of fax, new rules for the Reborn, the mummies, etc. \$28.00

Laws of the Night Revised It's a new night. Clans Bloodlines Disciplines Character Creation, Systems Storytelling, Antagonists. This is a complete pocket guide for playing and storytelling Vampire Live Roleplay. Designed for quick reference and in-game use, it collects under on cover everything you need to start playing. Let the midnight dance begin. \$37.00

Laws of the Night Revised Limited Ed As above, but with black leatherette cover, silver edging etc. plus two cloth bookmarks, and an extra eight pages of lost text from Night. \$63.00

Libers des Goules The Book of Goules For Mind's Eye Theatre. Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. \$20.00

Maximum Black A stunning product, this is Timothy Bradstreet's artwork. Collects together his illustrations from his early days on Vampire: The Masquerade to his most recent works. 128 pages. \$47.50

Mind's Eye Theatre Discipline Deck Contains 98 sturdy cards for use with one with all White Wolf's live roleplaying games. Each card provides a full write up of a Kindred discipline. \$30.00

Mind's Eye Theatre Prop Deck Contains 98 sturdy cards for use with all White Wolf's live roleplaying games. Each card is illustrated and includes stats and info for the item in question. Also has various Traits. \$25.00

Montreal By Night For 18 years and over only. Welcome to Montreal, unhalloved shrine of our most glorious Sabbat. We're so glad you came. Walk our catacombs in search of blasphemous knowledge. Enjoy all manner of titillating diversions with our deliciously putrescent "Toy". And forget that language barrier nonsense; we'd be delighted to hear you scream for mercy in English or French. \$39.95

Mummy 2nd Ed From the ancient sands of Egypt they return again and again, fighting an on-and-off war. Discover the blessing and curse of Rebirth and aid the undying mummies in their eternal struggle against the children of Caine. \$29.95

Revelations of the Dark Mother Presented in the same format as *Book of Nod*. Even the children of Caine fear her - Lilith, Mother of the Damned. She is the Dark Queen who will arise and usher in the end of the world. Explore the heretofore ignored legends of Lilith, and learn to the hidden Lilith-cults. Discover a telling of the Vampire creation myth, and guess at what is yet to come in the night. \$20.00

The Giovanni Chronicles II: Blood & Fire Continues the story two centuries later, in Rome. The Giovanni clan, its members full of necromancers, all seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. \$31.00

The Giovanni Chronicles III: The Sun Has Set It is the 19th Century, and Britannia raises her flag across the world. The murder of Cypriodius is rapidly becoming ancient history. But in the shadows, the Giovanni still plot and scheme to achieve apotheosis. Can your characters, now mighty elders, stop the necromancers? \$31.00

The Giovanni Chronicles IV: Nuova Malattia The culmination of the Chronicles, with treachery and cunning by the Millifier family of Clan Giovanni. Offers players a chance to participate in one of the critical set battles of the Final Nights. From the 1920s to the terror of modern nights. \$37.00

The Time of Thin Blood Allows players to portray the hunted child of high-generation vampires. Also offers a glimpse of an event in the unfolding Gehenna. With rules for creating 15th generation vampires & their children, a wealth of setting material, and the death of a clan! \$29.95

The Masquerade 2nd Ed Completely revised, a spin off from Vampire. There is no table or dice involved in this completely new roleplaying game. Now in there is a table or dice involved in playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. \$29.95

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as it never been before. \$25.50

The Masquerade: The Elder's Revenge "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. \$16.50

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernatural. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. \$27.00

The World of Darkness: Hong Kong Hong Kong, exotic, vibrant, and deadly. The mortal power structure isn't the only thing changed about this city. Under the cover of Chinese occupation, a myriad of supernatural powers vie for dominance. Never before seen mix of all character types from vampires to warlocks. \$32.50

Vampire Storytellers Companion & GM Screen Your typical GM Screen plus the 72 page Storytellers Companion, which details lesser bloodlines such as the Salubri, Samedi, & Daughters of Cacophony, new weapons & frightening disciplines rumored by the Kindred. \$28.00

Vampire T-Shirt XL T-Shirt that says "Vampire: The Masquerade" \$37.00

Vampire: The Masquerade Chess Set A unique chess set, sculpted by Bob Nasenthin. There are 16 Camarilla pieces and 16 Sabbat pieces, cast in pewter and plated in antique pewter or antique bronze. The resin cast, 14" board depicts the cracked streets of the World of Darkness. Manhole covers and sewer drains line the floor. Rictus rises above the street, and four-streethighs hand over the board, completing the cityscape. *Die Die!* \$300.00

War of Ages Includes the Anarch Cookbook and Elysium, where vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. \$29.50

KINDRED OF THE EAST

Kindred of the East A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few eastern vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the Kindred a facade of omnipotence. But now the new age is at hand. This sourcebook details these custom deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information. \$47.50

Kindred of the East Companion Now the Kuei-jin are presented in greater detail. Journeys into the lairs of the mandarin and the temples of their enemies, exploring the underground beliefs and bizarre powers that even the Kuei-jin fear. Also writings that defy Xue, and the creatures just beyond the shroud of Asia's dark and corrupt courts. \$37.00

Shadow War A guide to warfaring among the Kuei-jin. From the honorable strike of the twilight war to the relentless savagery of midnight war against the Yama King's servants: the Kuei-jin invasion of California. \$30.00

The Thousand Hells Intense images and descriptions of the Asian hells where the monstrous Yama Kings live. Here are the hidden secrets of the demon lords who seek to rule the Sixth Age, and their domains. \$33.00

VAMPIRE NOVELS

1. **A Dozen Black Roses** Deadtown is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. \$7.00

2. **The Essential World of Darkness** Contains five novels, including Vampire Diary, The Embrace, Shalman Moon, Lightning Under Glass, Except You go Through Shadows, etc. \$25.00

3. **Dark Destiny** A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and magics stalk among humanity - through their existence remains shrouded from their mortal herds 3/4x pages. \$31.95

4. **Dark Destiny III: Children of Dracula** A collection of short stories ranging from Dracula, his offspring to the power of the Camarilla and the Sabbat, and the fear brought on by the Antediluvians. \$13.00

5. **Eternal Hearts** Hardcover novel which depicts an exotic journey through the deadly world of Vampire. *The September*. \$37.00

The Masquerade of the Red Death Trilogy

1. **Blood War** For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the Kindred tremble. \$10.00

2. **Unholy Allies** Only two people can stop the Red Death. Dine McCann and Alecia Vayne. Racing against time, they separately need to find the one who knows the vampire's true identity. \$10.00

3. **The Unbeholden** Despite McCann's and Vayne's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organizations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. \$11.00

Trilogy of the Blood Curse

1. **The Devil's Advocate** Savage madness seizes vampires worldwide. Relentless hunger gnaws, no matter how many drained, withered mortals litter the street. \$11.00

2. **The Wining** As countless vampires perish in torment, the survivors jockey ruthlessly for any advantage. Disturbing visions haunt Owain night and day. Is he touched by the Curse, or something far more sinister? \$11.00

3. **Dark Prophecy** Ancient forces beneath the Earth arise, awakened by the Blood Curse. Kindred and kin alike prepare to destroy each other in a bloodbath at the end of time, unless Owain can stop it. But who can he trust? \$11.00

The Clan Novels

1. **Clan Novel: Toreador** The Toreador are dismissed as hedonists, but they are not easily ignored. This story focuses on Victoria Ash, who uses her art museum to take control of Atlanta, while Leopold the sculpture is forced to

rediscover his past. \$11.00

2. **Clan Novel: Tzimisce** Introduces the Sabbat side of the conflict through Sascha Vykos, a depraved and incredibly powerful night-produtor. A war along the American East Coast erupts as the Sabbat launches relentless attacks against Camarilla-held cities. \$11.00

3. **Clan Novel: Gangrel** Ramona, a neonate member of Clan Gangrel, must face a terrible power, a force so great that the Gangrel elders believe it is an Antediluvian, one of the most ancient vampires. \$11.00

4. **Clan Novel: Setite** Little does Heshia realize that a chance encounter in New York is a strand of the same web that brings the Eye of Hazin into the hands of one of his own agents, only to be lost again. \$11.00

5. **Clan Novel: Venture** The Camarilla prepares for war against the Sabbat in revenge for mass murders, and many kindred attend a council. But can they trust the Venture spun by the Old World elders to chair the group? \$11.00

6. **Clan Novel: Lasombra** Lucita, a Lasombra assassin, is hunting a Sabbat archbishop. She never fails. But the Sabbat templar Talley is sworn to protect the archbishop, providing he can find out which one is the target. And he never fails. One of these two monstrous killers is about to learn to lose. \$11.00

Vampire: the Dark Ages

VAMPIRE: THE DARK AGES RPG Prerequisite: *Vampire: The Masquerade*, by White Wolf. A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience and of ceaseless brutality. Life is cheap and for the taking, and few gain the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Caines. There are few places to hide from the sun & the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire. Lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarism of the Schwarzwald, it is an age of darkness lit by the flickering of torches. \$47.50

Book of Storytellers Secrets Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire prince - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers. \$27.00

Book of Storytellers Secrets Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire prince - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers. \$27.00

Cainite Heresy Learn the secrets of this most profane and devout sect of vampires. Learn how Cainites influence the Lateran Palace. Discover the unholy rites and initiations the Heresy practices. Learn the secrets of the Son of Nod and the Crimson Curia, unholy influences within the Church itself. \$30.00

Clanbook: Baali There are greater powers in the world than mere vampires. These powers have secret names, names of power. The Baali know those names. These powers have hidden themselves in shadow and blood, but they are awakened too soon. The Baali know where they sleep. Also the terrible cost of Daemonic powers. Adults only. \$22.00

Clanbook: Cappadocian At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What is the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world? \$22.00

Clanbook: Salubri Reveals the secrets of the reclusive Salubri. How can they strike back at the Tremere Usurpers? What powers do they possess? What secrets do they carry that allow them even the hope of survival? \$22.00

Constantinople By Night Come to domed Constantinople, would-be lair of heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. \$25.50

Fountains of Bright Crimson In 1099 AD, a lunatic screams at midnight beside a well whose waters are red with blood. Whose blood is it? And why does a shepherd gather every drop? Why do tunnels that even Nosferatu fear echo with inhuman footsteps and howls? Stand alone adventure. \$15.00

Jerusalem by Night Learn the ways of this crucial city. Discover the ancient alliances and enmities that have outlasted kingdoms and Crusades. Meet the Cainites who have seen millennia from their perch atop David's city. With vampires knights, pilgrims and ghoulis of royal blood. \$33.00

Libellus Sanguinis Masters of the State. Includes vital information on the three clans of nobility, the Lasombra, Tzimisce and Venture, expanded discipline powers, new abilities and details on clan activities in medieval Europe. \$25.50

Libellus Sanguinis Vol 2: Keepers of the Word A 3-in-1 clanbook. The Tremere have seized immortality for themselves, and are despised and hunted. The Toreador dance to the music of prestige and slander. The Brujah want to shatter the Long Night. \$27.50

Liege, Lord and Lackey The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters you can play. Vampire without being a vampire! \$25.50

The Long Night The Mind's Eye Theatre rules for Vampire: The Dark Ages. Includes everything needed to play in a chronicle set in the Dark Medieval world. \$5.00

Three Pillars Lords and ladies, abbots and nuns, sorfs and guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierarchy with their own society of the Long Night? \$32.00

Transylvania By Night A sourcebook depicting the classic vampire country of Eastern Europe as it was during the Middle Ages. The domains have known the tread of the Hun, the Roman, the Magyar, yet they stand defiant. A dangerous place. \$30.00

Transylvania Chronicles I: Dark Tides Rising To whom should a coterie lend its support: the monstrous Tzimisce, the murderous Tremere or the expansionist Venture? Or should the Cainites stake their own claim in Transylvania? \$28.00

Transylvania Chronicles 2: Son of the Dragon The player's characters are now centuries old, scarred veterans of the great Jihad, with their eyes casted and connections in the fledgling Camarilla, Sabbat, or both. Yet not even their great power may be enough to stand against the Impaler, Dracula. \$28.00

Transylvania Chronicles 3: Omens Dracula stalks the night. Kupaia legends beneath the cursed land of Transylvania, and Pans burn in revolution. The PCs are besieged by friend and foe alike. Opposition includes Dracula's rival sects, the citizens of France. \$30.00

Vampire: The Dark Ages Companion Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness or at the foot of the children's beds. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, etc. \$34.00

Vampire: Dark Ages Dice Ten D10 dice with bag. \$14.00

Vampire: Dark Ages Storytellers Screen Four panel screen plus book of rules. \$18.95

Wolves of the Sea For over two hundred years they pillaged across Europe, exacting tribute, sacking towns, and printing ships. The Vikings spread from Scandinavia across northern Europe. With them came the vampires of the North, the slain warriors chosen by Odin to rise and do battle. \$28.00

VAMPIRE: DARK AGES NOVELS

1. **Dark Tyrants** Walk through the haunted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. Softcover. \$11.00

The Grails Covenant Trilogy

1. **To Sift Through Bitter Ashes** Obsessed with acquiring the Holy Grail for the Lasombra clan, the Montrevault sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil. \$11.00

2. **To Speak in Lifeless Tongues** Montrevault hears that the Knights Templar are about to fall, so he sets off to the rescue, and on the way becomes embroiled with Santos, Kili Kodosh, an ancient Nosferatu, etc. \$11.00

3. **To Dream of Dreamers** Lost. After centuries of plotting and

scheming, Montevant draws close to finding the Grail. But an undead vampire hunter seeks him, as well as an enemy vampire who somehow escaped destruction at this hands. **\$11.00**

Warhammer Fantasy

WARHAMMER FANTASY ROLE PLAY This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilised and ordered place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the sinister hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. **\$55.50**

Apocrypha Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wanderer, how to convert characters between WFR and WFBattles. 128 pages. **\$32.50**

Dying of the Light All new material. Marienburg, city of commerce, learning, superstition. The adventures are sent there seeking out a book and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. **\$32.50**

Doomstones Vol 1: Fire & Blood A chance, discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artifact, the Crystals of Power. Mystery & adventure. **\$42.00**

Doomstones Vol II: Wars & Death Reprints Death Rock and Dwarf Wars, plus new material. Can be played as a sequel to Fire & Blood, or as a stand alone adventure. The player characters must follow a line of clues to track down four crystals with a terrible dark secret, that have been cleverly hidden in a dwarven mountain. Mixes investigation, exploration and combat. **\$42.00**

GM's Screen & Reference Pack Four panel GM Screen and two 16 page booklets, one being a revised critical hits system, which will not be reprinted anywhere else; the other is a full index for the rulebook, a calendar of the game world, etc. **\$28.50**

Marienburg: Sold Down the River An entirely new supplement. At the sea-mouth of the River Reik stands Marienburg, the world's marketplace; the largest, richest, most corrupt and most dangerous city-port in the world. Has all you need to run campaigns & adventures, and a full color map. **\$37.00**

Middenheim City of Chaos A detailed guide to the greatest of the Empire's three City-States, the home of the Cult of Ulric, the God of War, Wolves and Winter. Has a full color map, history, campaign ideas, detailed locations, NPCs, religion, etc. **\$33.00**

Warstone Issue # 10 An independent magazine devoted to Warhammer Fantasy. Roleplay, distributed by Hogwood, 40 pages, including reviews, becoming a troll slayer, fiction, scenes in WFRP. Old World beliefs, etc. **\$10.00**

Warstone Issue # 11 Underworld and covert organisations; excommunication, the world of Pit Fighters; a complete scenario, etc. **\$10.00**

The Enemy Within Campaign

Shadows Over Bogenhafen The enemy within the Empire. This book is a compilation of two old titles, The Enemy Within and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, etc. **\$33.00**

Death on the Reik Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventures will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. **\$33.00**

Power Behind the Throne Expanded and with a brand new adventure. Refugees fleeing town, ridiculous taxes, priests of Ulric & Sigmar fighting in the streets, rumors of beasts in the sewers. Something is very wrong in the city of Middenheim! With maps, handouts, 22 major NPCs. Can you outwit the forces of Chaos? **\$33.00**

Something Rotten in Kislev Three linked adventures. Ties to Kislev to help the Tsar, the adventures content with undead, beastmen, ghosts, hobgoblins, Chaos, strange spirits, and the Kislevites! Also history, culture, religion, and hand-outs such as maps, six pre-generated PCs, etc. **\$33.00**

Werewolf: the Apocalypse

WEREWOLF: The Apocalypse 2nd Edition Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wynn. Completely revised for the best clarity, with improved combat rules fully usable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictographic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. **\$55.00**

Bastet A Changing Breed book. Now the secrets of the elusive werewolves are revealed. This players guide presents expanded rules for running the Bastet as player characters; it also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles and a nose for trouble. **\$30.00**

Book of the Weaver Grandmother Spider was born to make order of chaos, to weave patterns where there were none. She was charged to keep the world whole. But she went mad. She caught the Wynn in her web, and in her madness. Now progress is blind, and science is mad. The Garou must sever her strands before she chokes the life from Gaia, but do they know how? **\$33.00**

Book of the Wynn 2nd Ed Now you can meet the embodiment of the Wynn itself, its mortal and non-mortal servitors. Has updated information on fionn, Banes, Pentex, and Wynn controlled cults, and full tribal information on the Black Spiral Dancers, the fallen tribes of the Garou. **\$33.00**

Blood Dimmed Tides World of Darkness. What made you think that the oceans were safe? There are...things down there, that wait quietly for their time. Has rules for taking characters under the seas, a bestiary of underwater antagonists, including the sinister Chelicerid, an alien threat peculiar to the trenches of the undersea, and the merfolk and merrow. **\$33.00**

Chronicle of the Black Labyrinth A compilation of Wynn lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wynn secrets are revealed here. **\$19.00**

Combat When diplomacy fails, not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with a World of Darkness RPG, not just Werewolf. **\$27.00**

Corax Tribebook If you want the dirt, they have it. If you want to know a hairy little secret about your enemy, the Corax. This Changing Breed book details the society of werewolves. **\$25.50**

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fionn's sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with diseases. **\$25.50**

Gurahl Tribebook Some call the Garou from the shadows. Others exact vengeance on werewolves for ancient slights. Details their four tribes. **\$33.00**

Hegeyokai: Shapeshifters of the East The werewolves of Asia, their sorcery and tactics, and blood enemies. Info on the spirit world of the east, also the Middle Kingdom and the Beast courts. The werewolves watch the sun descend: the goblin spiders crawl in the shadows; the foxes whistle to one another, and the dragons below the mountains awake. **\$38.00**

Kinfolk: Unsung Heroes Now, players can explore what it is to be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of being a human fighting a werewolf's fight. Also has guidelines for creating kinfolk, vampires, wraiths, mages, etc. **\$25.50**

Laws of the Wild Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the fast, best hope this planet has. The Garou. 248 pages **\$27.00**

Litany of the Tribes Vol 1 A compilation of three Tribe books: Black Furies, Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown, but stand up for the hobbes and dissolutes who live on the streets), & Children of Gaia (who believe the Wynn cannot be defeated with its own wiles), and new material: secret info about those three tribes in the modern and wildwest worlds. **\$34.00**

Litany of the Tribes Vol 2 Combines several out of print books: Franna, Get of Fenris, and Glass Walkers Tribebook. For Werewolf and Werewolf Wild West. The Garou have a common enemy, the Wynn, and dissension has made it strong. Now werewolves must unite or they will all be destroyed, along with our world. **\$37.00**

Litany of the Tribes Vol 3 Combines several out of print books: the Red Talons, Shadow Lords and Silent Striders tribebooks, also with Werewolf: the Wild West. **\$34.00**

Midnight Circus A World of Darkness sourcebook. Come and visit Anastasio's carnival and circus, a trifle of firsts. Admission is a pityance, and the rides only cost a trifle, at first. **\$25.50**

Nuwisha Another Changing Breed book. Spotlights the werewolves, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. **\$20.00**

Outcasts: Players Guide to Pariasis Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions have their own secrets, the little guys who are always getting kicked around: the Vampire Carthifs, the Garou Ronin, and Hollow Ones. **\$25.50**

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? **\$21.50**

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountain, with roads and asphalt. But the Garou have teamed up with the native fax and together they resist and fight. **\$30.00**

Rage Across the Heavens The orb of the Wynn in the heavens (the red star) opens, and madness and blasphemous consumption has come to pass. The Reckoning has come. Details Garou cosmology, plus a complete story. **\$37.00**

Rage Across Russia The Garou and their kin have always influenced the history of Russia, from the rise of the empire to the time of the tsar. Then the Revolution came, and the vampires seized the reins of power. **\$8.00**

Rage Across the World Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Cairns: Places of Power, and Rage Across Russia. **\$33.00**

Rage Across the World Vol 2 The War of the Apocalypse rages across the globe as the Wynn seeks to destroy Gaia. This book includes Rage Across Australia and Dark Alliance: Vancouver. **\$33.00**

Rage Across the World Vol 3 The Garou battle evils to the d earth to bring about a new Golden Age, but can Gaia be saved? Includes two classics: Rage Across New York and Rage Across the Amazon. **\$33.00**

Ratkin The ratkin webcasts bull up out of the sewers, to exact revenge upon the world for past wrongs. They are created, paranoid subcats with plenty of tricks. With a full overview of the history of the world. **\$37.00**

Uktena Tribebook The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a dark price. **\$18.00**

Umbrat: the Velvet Shadow Great adventures await the werewolves in the Umbrat, the other world where werewolves often tread. But death also awaits, as the wynn has infiltrated the Shadow. Details the places, spirits, and cosmology of the Garou spirit world with 13 Near Realms, Tribal Homelands, etc. **\$28.00**

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage Across, including backgrounds and personalities; information on the Wynnspawn too, from fionn to Banes; and stats for famous Werewolf characters such as Lord Albrecht. **\$25.50**

Wendigo Tribebook The last of 13 tribebooks, now you can learn about the purest of the Pure Ones, of how they hunt monsters and drive them into their lairs. Learn the special battle techniques of these fierce warriors. **\$18.00**

Werewolf T-Shirt XL T-Shirt 'Werewolf: the Apocalypse'. **\$37.00**

Werewolf: the Dark Ages The vampire lords voraciously watch the forests below their castles. For great wolves hunt the wild places and pass the hours by day, but when the moon rises, their hunt begins. Allows players explore the medieval WOD from the Garou's point of view. Contains everything you need to adapt werewolves to Dark Ages settings. **\$40.00**

Werewolf Chronicles Volume 1 Preserves the earlier, now out of print Werewolf sourcebooks, Rite of Passage and Valkenburg Foundation. **\$25.50**

Werewolf Chronicles Volume 2 Gets back to the roots of Werewolf with two out of print classics, Ways of the Wolf and Monkeywrench! Pentex - a book on the lupus Garou and the worldly embodiment of their enemy, the Wynn's Pentex. **\$25.50**

Werewolf Dice Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. **\$13.00**

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. **\$17.00**

Werewolf Players Guide 2nd Ed Packed with information on the Garou, their packs, moods, Cairns, dice, new options for character creation. Also detailed are the other shapeshifters from the merciless weresharks to the sagacious werewolves. Hardcover. **\$45.00**

Werewolf Storytellers Handbook With advice, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on Garou culture, from the inner spirit tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. **\$30.00**

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. **\$19.00**

Werewolf: the Wild West

WEREWOLF: THE WILD WEST RPG Like Vampire spawned a historical version, Vampire Dark Ages, now Werewolf has gone back to its past. A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wild was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Ban-Things that scuttie far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. **\$46.00**

Ghost Towns Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! And tension builds between the ghosts and the living, and things get ugly very quickly. How to create haunted locales, plus five complete ghost towns. **\$25.50**

Laws of the Wild West Live roleplay rules for Werewolf: the Wild West, with the special gifts of the West, updated rules for the fionn: Storm Umbra, and new systems for gunslinging and stardown. Also rules for the Nuwisha Werewolves and Corax Werewolves. **\$28.00**

Tales from the Trails: Mexico Mexico in the 19th Century. A selection of settlements where outlaws can hide, the supernaturalists that stalk the Mexican night, history of Mexico, a kynch mob of antagonists. **\$28.00**

Werewolf: the Wild West Storyteller Screen Durable screen plus storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. **\$25.50**

Wair-Rae

Wair-Rae This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Unac sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Cammaru to achieve the prophecy of the Ansilae: a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. **\$15.00**

Wraith: the Great War

Wraith: The Great War RPG A 224 page hardcover horror roleplaying game, the pre-quel to *Wraith: the Oblivion*. Outside the walls of Stygia, the 4th Great Maelstrom rages. In the skies overhead, ghostly pilots engage in dogfights against shrieking specters. The gates of the Necropolis slam shut. A traitor works to topple what the Oblivion never could. Civil war is about to strike Stygia, and Chaos, the one wraith who can prevent it, is missing. This is an era of innocence newly slaughtered and unimaginable terror unleashed. With rules for ghostly bi-planes, tanks, U-Boats, etc. **\$48.00**

Wraith: the Oblivion

WRAITH: THE OBLIVION RPG 2nd Ed This 292 hardback horror RPG is by White Wolf. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that you let your next? Oblivion is the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. **\$47.50**

Charnel Houses of Europe: The Shoah During the Second World War there began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scared and cut. For over 18 years old only. **\$25.50**

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Dead. Undead. Yet the Underworld is as troubled as the Skinlands. **\$25.50**

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. A deadly race is run for the ultimate weapon in the wars of the dead. **\$25.50**

Doomslayers: Into the Labyrinth Take a trip into every wraith's worst nightmare. This book is the complete guide to the Labyrinth, its dangers and those wraiths brave - or foolish - enough to hunt them. **\$25.50**

Ends of Empire The final book for *Wraith*. All hell breaks loose in the Underworld. The hour of Charon's return is at hand. The armies of the Jade Empire invade Stygia. The Fionn return from self-imposed exile. The Deathlords discover a traitor. The Mameoi hold the key to Stygia's future. **\$37.00**

Guildbook: Haunters Even among the Restless Dead, there are some who are regarded as just a little...off. **\$20.00**

Guildbook: Masquers Why are the Masquers feared and misunderstood? Because they can change their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmute other wraiths into tapestries... **\$20.00**

Guildbook: Puppeteers & Pardons Learn why the masters of possession, the Puppeteers, are intent on sending hordes of Risen across the Shroud. Find out why the Pardons are hiding in their basement... **\$30.00**

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can tear a sleeping soul from its body... **\$20.00**

Guildbook: Spooks & Oracles Spooks like to break things, oracles don't. Spooks like violating the laws of the dead, but the oracles don't. So why is everyone scared of oracles, and not scared of spooks? **\$30.00**

Hierarchy The Empire of the Dead, the system, the establishment, the powers that be. **\$20.00**

Love Beyond Death Better to have loved and lost than never have loved at all. The fiercest passion of love denied forms known as bonds, and for those who lack the pain of loss for the chance for a tender caress, love-in-death is endlessly bittersweet pain. **\$17.00**

Mediums A guide to mediums, those who speak with the dead. Includes rules on tips on these mortal characters. **\$25.50**

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential residents of the city, background on Atlanta. **\$25.50**

Oblivion For Mind's Eye Theatre. Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules on interactions with mortals, rules on the Deathlords don't want you to know about life on the outside, and the tactical secrets they'd kill for. The truth about the mysterious Renegade Council, and the organisation of the major Renegade factions. **\$32.00**

Shadow Players Guide Every wraith has his own personal whisper in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. **\$30.00**

The Book of Legions From the soulforged monstrosities of the Machine Corps to the Bigger Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the power of the Unlidded Eye. **\$30.00**

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. **\$20.00**

Tokyo: World of Darkness You are shun, one of the Middle Kingdom's night people. You walk the shadows of Japan's greatest city in quest of... what? Blood? Breath? Chi? Who is really in charge of the city? Should they be? Also presents the unending struggle of East versus West, wraith against vampire, kindred against Kuei-jin, and technocracy. **\$28.00**

Wraith Dice Includes 10 high-quality 10 sided dice, and a dice tube. **\$13.00**

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. **\$30.00**

Wraith Storyteller Screen 2nd Ed GM screen, sample Harrowings and story telling suggestions, introductory chronicle, and additional info. **\$20.00**

WRAITH NOVELS

1. **Beyond the Shroud** First David's daughter dies, then his marriage crumbles, and his career falls apart. Then he is killed in a hit and run accident, and now he is wraith in the Shadowlands. And then he learns someone is out to destroy his wife. **\$34.95**

Dark Kingdoms Trilogy

1. **Dark Kingdoms** This trilogy-in-one combines *The Ebon Mask* plus the two never publishing sequels. Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. A saga of wraiths, werewolves, mages, vampires, demons, etc. **\$22.00**

Zero

ZERO RPG These days it is rare to find a game with an original concept - but at last, this game has one. Even though a human, all your life you and your brothers and sisters have lived as part of the Hive. Always, you are in complete harmony with those around you, linked ideologically in a warm fellowship of minds, nurtured by the powerful mental presence of Zero, your queen. You suddenly one day, your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then live cybernetic-soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a 'rebel without a clue' so what on Earth will you do? Can you go up against Zero and survive? Can you regain the hive? Has anyone ever rejected? Has anyone ever been full color computer-generated artwork. **\$42.50**

Supernumerary Your Queen has abandoned you, now she wants to kill you, and you don't know why. Now you live in the underground caverns outside the Hive, trying to stay alive. You are alone... or are you? **\$9.00**

Negative Potential You're unmoved, a terrible secret about your existence, and your former monarch, Queen Zero. *The Eve 99* **\$9.00**

Mysteries Within Outlines the history of the Hive and how it came to be. The Hive is tens of thousands of years old, but is built on the bones of several other lives used by Zero in the past. Humans and non-humans live in these ruins, and hold many secrets about Zero which you must learn. *May 99* **\$36.00**

Computer Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Pre World War

AGE OF EMPIRES

A Red Alert style game with a difference - this one is set in the historical ancient world. Choose one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians, Hittites, Japanese or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an economic point of farming and craftsmanship to a military mode of archery and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Iron Age, Bronze Age and Iron Age. There are a range of single player and multiplayer missions. Darius goes full IBM Requires: 256CD-ROM, Pentium 50, hard disk, 16MB RAM, SVGA. \$70.00

Age of Empires Gold Edition Includes Age of Empires plus the Rise of Rome expansion. \$90.00

The Rise of Rome Official expansion with powerful new units such as Scythians, Chariots, Riders, Slings, Fire Galleys, four new superweapons, new campaigns such as Augustus Caesar versus Cleopatra, four new map types, such as Hill Country, Narrows, Mediterranean. \$50.00

Final Conquest Over 100 scenarios to choose from, including historical, real-time and new campaigns with unique scenarios. \$30.00

Prima's Unauthorised Guide to Age of Empires \$30.00

AGE OF EMPIRES II

A Red Alert style game, has several ways to win, including conquering enemy civilizations, accumulating wealth by extensive trading and diplomacy, building and defending great walled cities of the world. Play one of 13 historical civilizations, including Vikings, Celts, Romans. IBM Requires: Pen 133, 32MB RAM, Win 95, 450CD-ROM, SVGA. \$60.00

AGE OF SAIL 1775-1820

Delivers an excellent blend of exciting real time 3D perspective naval combat with the treasury and grandeur of beautifully rendered sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or versus the computer. IBM Requires: 486/66, 8MB RAM, Windows 3.1+, SVGA. \$40.00

AIDE DE CAMP #2

At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargame assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement rules, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. IBM Requires: SVGA, CD-ROM, hard disk, 486+. \$90.00

BATTLEGROUND: ANTIETAM

September 17, 1862. Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics. IBM Requires: 486/33, Win 3.1+, CD-ROM, 8MB RAM, hard disk. \$40.00

BATTLEGROUND: Napoleon in Russia: Borodino

The sixth BATTLEGROUNDS title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle. History comes alive as Marshall Kutuzov's Russian infantry doggedly defends the road to Moscow from onslaught after onslaught of Napoleon's massive Grande Armee! Crosses abound amidst this momentous struggle. Can you as the French take the Great Retreat from the Russians early enough to take advantage of it? IBM Requires: Win 3.1+, 486+, 256CD-ROM, hard disk, 8MB RAM. \$30.00

BATTLEGROUND: BULL RUN

The seventh BATTLEGROUNDS game. Includes two complete battles. First Battle of Bull Run on July 21, 1861, which found J.E. Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union army of Gen. McDowell. Second Battle of Bull Run in August 28-30, 1862. IBM Requires: 486/33+, Win 3.1+, hard disk, 256CD-ROM, 8MB RAM. \$30.00

BATTLEGROUND: CHICKAMAUGA

The ninth game in the series, this one featuring all new 32-bit game engine. This game deals with the epic "western theater" Civil War battle at Chickamauga in late December 1862 through early January 1863 and Chickamauga in September 1863. During both of these bloody battles, the Union's Army of Cumberland was commanded by Major General William Rosecrans. He won the first battle, but lost the second. With a scenario editor, variable command control, historically accurate battle maps. IBM Requires: Windows 95, Pen 75, 450CD-ROM, 16MB RAM, 16MB SVGA. IBM: \$40.00

BATTLEGROUND: SHILOH

The fourth game in the series which spectacularly recreates the battlefield of this momentous and bloody struggle, which saw the beginning of the end for the Confederate States of America. IBM Requires: 486/33, Win 3.1+, CD-ROM, IBM: \$30.00

BATTLEGROUND: Prelude to Waterloo

Battleground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empereur and prevent his advance to Waterloo effectively ending his tyranny of Europe. Features several "What if" scenarios. IBM Requires: Win 3.1+, 486/33+, 8MB RAM, hard disk, SVGA. 256CD-ROM. \$30.00

BATTLEGROUND: WATERLOO

This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle with 3D terrain, showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery. In this case, arrayed in formation (not on movement squares). You can be Napoleon or Wellington and Blücher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8MB RAM. \$40.00

BRAVEHEART

Based on the movie with Mel Gibson. A game of epic proportions, combining real-time strategy with 3D action to place you as a clan leader in 13th century Scotland. Compete for the loyalty of William Wallace, Robert the Bruce, and other Scottish heroes. With 3D tactical combat, trade, diplomacy and resource management, night and day battles, you can fight non-human or at any level. Includes film footage. IBM Requires: Pen 133, 32MB RAM, 450CD-ROM, Windows 95. IBM: \$90.00

CAESAR II

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebs happy with battles and entertainment and watch your defenses crumble. You can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in single combat, or live in peace. COLONIS, a sophisticated economic model, etc. IBM Requires: 486/66, 8MB RAM, SVGA, Win 95, 256CD-ROM. IBM: \$20.00

CAESAR III

As a provincial governor charged with spreading the glory of Rome, your mission is clear: build cities, foster trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and repel the Carthaginians. You may even be crowned as Caesar. Build, rule and defend on the open screen, no more switching between city, province and battle screens. Use the city construction kit to build the perfect city, talk to your citizens, appease 5 gods, etc. Looks great! IBM Requires: Pen 90, 16MB RAM, Windows 95, 450CD-ROM, hard disk, SVGA. IBM: \$70.00

CIVILIZATION

This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. IBM Requires: 486/25, CD-ROM, 4MB RAM. \$20.00
Civilization Strategies & Secrets Hint Book. \$30.00

CIVILIZATION II

This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, scythed fighters and bombers. AEGIS cruises: there are technologies to develop, diplomacy is expanded and improved; there is a new map editor, full nation view of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. IBM Requires: 486/25+, Windows 3.1+, 8MB RAM, CD-ROM, mouse, hard disk. \$50.00
Civilization II Classic Collection Has Civilization II, Civ II Multiplayer, Conflicts in Civilization & Fantastic Worlds. \$70.00

Civilization II Multiplayer Has the complete Civilization II, but with multiplayer capabilities, complete with six other human and AI players on the Internet, LAN, Modem and Hot-Seat. Requires Pentium, 16MB RAM, 256CD-ROM, Windows 95, SVGA. \$45.00

Civilization II Complete Guide to Scenario Building A huge book plus CD-ROM to help you design & build your own scenarios. \$27.00

Civilization II Test of Time Actually three games in one. Contains the extended original game of Civilization II, starting in 4000 BC and continuing on until the colonization of a system. Also The World of Midgard, which is a fantasy game based on mythical characters such as elves, and allows you to play on four vast, linked maps, being Teram, Under Water, Under Ground, Sky, and The Universe of Lalande 21,185 AD. A sci-fi game set in the future, including four linked maps, Teram, the Moon Planet, Gas Giant and the Space Platform. IBM Requires: Pen166, 16MB RAM, 450CD-ROM, 2MB SVGA, Windows 95. IBM: \$90.00

CIVILIZATION III Call to Power

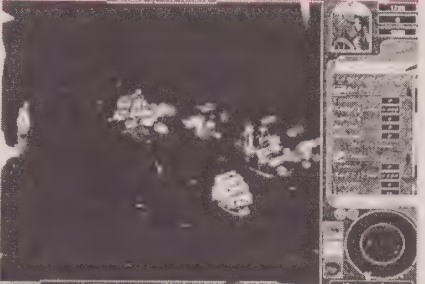
Build an empire to span history from primitive beginnings into the sci-fi future of 3000 AD. Lead a turn-based conquest in which every strategy devised, technology discovered and war waged has repercussions on your future world. Exploration, discovery, research, technology and Wonders of the World are your tools as a global leader. Make every social, economic and diplomatic decision. Over 65 beautiful units, 4000BC - 3000AD, 90 technological advances. Use economic attacks, propaganda, biological terrorism. You can even build underwater cities and orbital space colonies. IBM Requires: Pen 133, 32MB RAM, 16MB SVGA, 450CD-ROM, Windows 95. IBM: \$90.00

COARSIS

The days of sailing pirate ships come alive with this game as you plunge into a world of adventure and freedom, the thirst for gold, thundering cannons and savage pirate attacks. In this highly realistic environment with a true historical context you will be able to accomplish numerous missions during which you can choose from various ships; experience a true pirate attack simulation; command every aspect of your nation's fleet; sail authentically modelled ships on authentic maps; discover islands on which to hide your booty while searching other islands for hidden treasure. IBM Requires: Pen 133, Windows 95, 16MB RAM, SVGA, 450CD-ROM. IBM: \$75.00

CUTTHROATS

Raid, pillage and plunder your way to infamy on the bounty-laden seas of the 17th century Caribbean. Work your way up from a small trading vessel to a galleon bristling with cannons. With sophisticated real-time strategy, experience the freedom of over 6 million square miles of the Caribbean, explore (and loot) over 70 ports, over 300 settlement Governors with different personalities, realistic sea and land battles including complex amphibious assaults. IBM Requires: Pen 166, 32MB RAM, 2MB SVGA. \$80.00



GANGSTERS

Set in a Chicago-style town in the 1920's prohibition period, Gangsters is the strategy game where crime pays. From extortion to intimidation to street execution or alleyway bloody gang warfare. Playing in a vast city filled with over 5,000 individual characters, combines real-time action in a highly detailed 3D semi-open-world view with easy-to-use strategy planning interface. Features a 1,000 block city, 100 gangsters work for you, break the law with complete immunity. IBM Requires: Pen 133, 16MB RAM, Windows 95, 450CD-ROM, 2MB SVGA. IBM: \$90.00

GREAT BATTLES OF ALEXANDER

GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedonia, conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and planets to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Memnon, Cilius, etc. There are ten different battles, which also link as a campaign. IBM Requires: Win 95, 486/100, 16MB RAM, SVGA card, 256CD-ROM, hard disk. \$15.00

GREAT BATTLES OF HANNIBAL

GMT's famous boardgame system is now a computer game that recreates the wars between Carthage and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. There are eleven different battles, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units. IBM Requires: Win 95, Pentium 50, 16MB RAM, SVGA card, 256CD-ROM, hard disk. \$15

GREAT BATTLES OF CAESAR

GMT's famous boardgame system is now a computer game that recreates the wars of Julius Caesar. As Caesar you can cross the Rubicon and lead your troops to Rome and the supreme power. Or as Pompey, Marcus Sulla, you might just defeat mighty Caesar and rewrite the history books. Covers Caesar's civil war campaign including Caesar's Pompey at Dyrrhachium in 48BC. Marcus against the Cinthi in 101 BC. Chactrona 86 BC. Munda 48BC between Caesar and Pompey. Thapsus 46 BC. The Last Elephant Battle. IBM Requires: Win 95, Pen 90, 16MB RAM, 256CD-ROM. IBM: \$30.00

Impressions

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebs happy with battles and entertainment and watch your defenses crumble. You can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in single combat, or live in peace. COLONIS, a sophisticated economic model, etc. IBM Requires: 486/66, 8MB RAM, SVGA, Win 95, 256CD-ROM. IBM: \$20.00

Impressions

As a provincial governor charged with spreading the glory of Rome, your mission is clear: build cities, foster trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and repel the Carthaginians. You may even be crowned as Caesar. Build, rule and defend on the open screen, no more switching between city, province and battle screens. Use the city construction kit to build the perfect city, talk to your citizens, appease 5 gods, etc. Looks great! IBM Requires: Pen 90, 16MB RAM, Windows 95, 450CD-ROM, hard disk, SVGA. IBM: \$70.00

Microprose

This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. IBM Requires: 486/25, CD-ROM, 4MB RAM. \$20.00
Civilization Strategies & Secrets Hint Book. \$30.00

MIC

This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, scythed fighters and bombers. AEGIS cruises: there are technologies to develop, diplomacy is expanded and improved; there is a new map editor, full nation view of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. IBM Requires: 486/25+, Windows 3.1+, 8MB RAM, CD-ROM, mouse, hard disk. \$50.00
Civilization II Classic Collection Has Civilization II, Civ II Multiplayer, Conflicts in Civilization & Fantastic Worlds. \$70.00

Civilization II Multiplayer Has the complete Civilization II, but with multiplayer capabilities, complete with six other human and AI players on the Internet, LAN, Modem and Hot-Seat. Requires Pentium, 16MB RAM, 256CD-ROM, Windows 95, SVGA. \$45.00

Civilization II Complete Guide to Scenario Building A huge book plus CD-ROM to help you design & build your own scenarios. \$27.00

Civilization II Test of Time Actually three games in one. Contains the extended original game of Civilization II, starting in 4000 BC and continuing on until the colonization of a system. Also The World of Midgard, which is a fantasy game based on mythical characters such as elves, and allows you to play on four vast, linked maps, being Teram, Under Water, Under Ground, Sky, and The Universe of Lalande 21,185 AD. A sci-fi game set in the future, including four linked maps, Teram, the Moon Planet, Gas Giant and the Space Platform. IBM Requires: Pen166, 16MB RAM, 450CD-ROM, 2MB SVGA, Windows 95. IBM: \$90.00

Activision

Build an empire to span history from primitive beginnings into the sci-fi future of 3000 AD. Lead a turn-based conquest in which every strategy devised, technology discovered and war waged has repercussions on your future world. Exploration, discovery, research, technology and Wonders of the World are your tools as a global leader. Make every social, economic and diplomatic decision. Over 65 beautiful units, 4000BC - 3000AD, 90 technological advances. Use economic attacks, propaganda, biological terrorism. You can even build underwater cities and orbital space colonies. IBM Requires: Pen 133, 32MB RAM, 16MB SVGA, 450CD-ROM, Windows 95. IBM: \$90.00

Microdis

The days of sailing pirate ships come alive with this game as you plunge into a world of adventure and freedom, the thirst for gold, thundering cannons and savage pirate attacks. In this highly realistic environment with a true historical context you will be able to accomplish numerous missions during which you can choose from various ships; experience a true pirate attack simulation; command every aspect of your nation's fleet; sail authentically modelled ships on authentic maps; discover islands on which to hide your booty while searching other islands for hidden treasure. IBM Requires: Pen 133, Windows 95, 16MB RAM, SVGA, 450CD-ROM. IBM: \$75.00

Eidos

Raid, pillage and plunder your way to infamy on the bounty-laden seas of the 17th century Caribbean. Work your way up from a small trading vessel to a galleon bristling with cannons. With sophisticated real-time strategy, experience the freedom of over 6 million square miles of the Caribbean, explore (and loot) over 70 ports, over 300 settlement Governors with different personalities, realistic sea and land battles including complex amphibious assaults. IBM Requires: Pen 166, 32MB RAM, 2MB SVGA. \$80.00

IMPERIALISM II

The New World unfolds before you. Your objective is to skillfully parlay discovery into riches and amass enough power to dominate Europe's political landscape. Combining elements of resource management, economic trade, exploration, diplomacy, and military conquest, with 40 military and civilian units and 100 technologies from 1500s - 1800s. Advanced AI, great hi-res graphics. The interface is user friendly and easy for first-time players to get into the game. IBM Requires: Windows 95, Pen 133, 16MB RAM, 450CD-ROM, 800x600 16 bit color SVGA. MAC or IBM: \$52.00

LORDS OF THE REALM II

Prongs you into the epic conflicts and intraplay life of thirteenth century England. As one of five nobles, you manage crops, build weapons, construct a castle and raise a tiny army to conquer neighbouring realms before they conquer you. Fight your way to the throne. With up to four computer rivals, a steward can handle county management while you concentrate on commanding real-time battles and sieges. IBM Requires: Windows 95, 486/66, 8MB RAM, 256CD-ROM. IBM: \$20.00

LORDS ROYAL COLLECTION

Contains three complete games: Lords of the Realm I, Lords of the Realm II, and Lords of the Realm II Siege Pack. IBM Requires: 486/66, 8MB RAM, hard disk, CD-ROM, SVGA. \$80.00

MAN OF WAR II Chains of Command

Explosive real-time naval combat set during the Age of Sail. Take command as a Fleet Admiral, Division Commander, or Ship's Captain and face the fury of a broadside, the terror of a boarding action - all from the real-time first person perspective. Take command of your ship by managing crew assignments, targeting enemy vessels, create your own character and his background; custom game conditions such as rate of cannon fire; enlist in two campaigns and over 20 historical scenarios including Trafalgar; supports multiplayer over LAN/Internet. IBM Requires: Pen 120, 16MB RAM, 133 Pen 100, 16MB RAM, 450CD-ROM, 16 Bit Color. IBM: \$80.00

MEDIEVAL

A tactical game of medieval warfare. Units are 25 men and are rated for morale, which plays a very big part - you can't fight to the last man; fatigue, formation, armor, defense, and weapon type. Formations are columns, squares, line, skirmish and shield wall. Leaders can rally disrupted or routed troops and can enhance units within their command range. Includes a scenario and symbol editor. Has close up and overview views of the battlefield, battles include Clontarf, Hastings, Sliding Bridge, Falkirk, Greco-Roman Wars. 800x600 16 Bit Color. IBM Requires: Windows 95, 133 Pen 100, 16MB RAM, 450CD-ROM, SVGA. IBM: \$75.00

NORTH vs SOUTH

In the style of Great Battles of Alexander, you take command of either Lee's Southern army or McClellan's Yankee army. Whether fighting the eastern campaigns at Antietam, Bull Run, or Gettysburg you call the shots, commanding your army through a ground breaking dynamic campaign system that reacts intelligently to your successes and failures. With ten campaign/scenarios and the grand campaign, great unit and combat animations. IBM Requires: Pen 150, 16MB RAM, 256CD-ROM, SVGA, hard disk, Windows 95. IBM: \$60.00

RED BARON 3D

Dynamix's Red Baron computer game returns re-done as a stunning 3D flight sim. With an excellent cockpit for easy viewing of target areas. New 3D graphics acceleration creates a world stunningly real. Also features new & improved flight models, you can customize the paint scheme on your aircraft. You can fly 22 different aircraft. IBM Requires: Pen 133, 32MB RAM, 256CD-ROM, SVGA, 3Dx card recommended. IBM: \$70.00

RED BARON II

User definable difficulty levels, fly single missions or campaigns from 1916 - 1918. Over 40 unique aircraft with 12 flyable planes. Also a mission builder, a great AI system that recreates the skills, tactics and personalities of historical and non-historical pilots. No two missions are ever the same. IBM Requires: Pen 133, Windows 95, 16MB RAM, SVGA, 450CD-ROM. IBM: \$20.00

SEVEN KINGDOMS

A Red Alert style game. Enter the world of Seven Kingdoms, a world of intrigue and diplomacy, of trade, conquest and espionage. Take control of any of seven emerging civilizations: Chinese, Persians, Japanese, Greeks, Numans, Vikings or Mayans. Begin with a single modest village under your command, and an entire world is yours to conquer by force of arms or guile or persuasion, awaits you. IBM Requires: Win 95, Pentium 90, 16MB RAM, 800x600 SVGA, hard disk. IBM: \$20.00

SEVEN KINGDOMS Ancient Adversaries

The ultimate real-time strategy game, better and better than ever, and any of the ten emerging civilizations to glory through trade, diplomacy, espionage, and conquest. This new version improves on the original with new terrain, new naturalities, new gods, new scenarios, new enhancements. Fantastic monsters and monsters, fishermen, miners, erect fortresses and towers and lead attacks, swordsmen by force of arms or guile or persuasion, awaits you. IBM Requires: Win 95, Pentium 90, 16MB RAM, 800x600 SVGA, 450CD-ROM. IBM: \$75.00

SHOGUN: TOTAL WAR

Real-time strategic warfare in 17th Century Japan - thousands of Samurai clash across spectacular battlefields as rival warlords battle to become Shogun. Control all aspects of the war: politics, planning, and the battles themselves. With an amazing 3D engine that gives stunning tactical battles with up to 5000 troops on screen, with rolling landscapes, woods, rivers, etc; authentic Japanese setting to set the scene. IBM Requires: Pen 166, 32MB RAM, 450CD-ROM, Windows 95, Due Feb. IBM: \$90.00

STRATEGO

A classic boardgame now released as a computer game. Strategically position your men. Use your own scouts to discover your enemy's manpower. Use the skill of your miners to disarm enemy bombs. Battle begins! Battle it out with classic Strategic rules or Ultimate Strategy rules. Complete against up to 3 human or computer players. Wage war over LAN, modem or internet. View superbly rendered 3D battles. IBM Requires: Windows 95, Pen 100, 16MB RAM, 450CD-ROM, SVGA, hard disk. IBM: \$50.00

THE SETTLERS III

A comprehensive and addictive real-time strategic simulation of tactics, property, combat and growth where you control a civilization such as Romans or Egyptians. Manage your resources carefully, build your settlements and trade. With complete new 3D graphics, 150 unique characters, 110 different buildings, 30 different trades such as farmers, fishermen, miners, erect fortresses and towers and lead attacks, swordsmen by force of arms or guile or persuasion, awaits you. IBM Requires: Win 95, Pentium 90, 16MB RAM, 800x600 SVGA, 450CD-ROM, Windows 95. IBM: \$75.00

TIDES OF WAR

Master the Seven Seas and command your own warship, 18th Century English-style battleships and frigates and Spanish-style draughts and cutters. Even down to Viking longboats, Phoenician raiding galleons, native war canoes! A real-time 3D maritime strategy-adventure game of exploration, resource management and combat. 50 ship types, huge worlds to explore, 70 missions, different types of missions, etc. IBM Requires: Pen 120, 16MB RAM, 16MB SVGA, 450CD-ROM, Windows 95. IBM: \$80.00

ULTIMATE STRATEGY ARCHIVES

Interplay Includes the following complete games: Sid Meier's Civilization, Sid Meier's Railroad Tycoon Deluxe, X-COM UFO Defense, Heres of Might & Magic, Conquest of the New World Deluxe, Jagged Alliance: Deadly Games, MAX and Dark Colony. IBM Requires: Pen 90, 16MB RAM, SVGA, 450CD. IBM: \$70.00

WARBIRDS Dawn of Aces

Interactive 3D accelerated WWI aerial combat. Features offline training to hone your flight and gunnery skills, free head-to-head via modem, serial or internet; legendary WWI planes including Fokker Dri, Spad VII, Sopwith Camel, Albatross, etc.; both 3D accelerated and non-3D accelerated available in the same online arenas, multiple online arenas, each supporting hundreds of players simultaneously. IBM Requires: Windows 95, 1024x768 SVGA, Pen 133, 32MB RAM. IBM: \$30.00

World War II

ACES

A compilation of six of histories great battle simulators. Includes Red Baron, WWI aircraft, Aces over Europe, during WWII, Aces of the Deep, conquering a sub in WWI, Aces of the Pacific, WWI Pacific Theatre aircraft, 10 Tank Killer, modern flight simulator, A-10 Tank Killer II, more modern flight combat. IBM Requires: 486/66, 8MB RAM, SVGA, 256CD-ROM, hard disk. \$75.00

ARMY MEN II

This sequel takes the plastic toy soldiers into the kitchen, bedroom, front yard, and garage. With crazy new weapons such as the magnifying glass, spray can, new obstacles such as lost love sex, improved computer AI, etc. IBM Requires: Windows 95, Pen 90, 16MB RAM, 450CD-ROM, 16MB SVGA. IBM: \$50.00

Sierra

Prongs you into the epic conflicts and intraplay life of thirteenth century England. As one of five nobles, you manage crops, build weapons, construct a castle and raise a tiny army to conquer neighbouring realms before they conquer you. Fight your way to the throne. With up to four computer rivals, a steward can handle county management while you concentrate on commanding real-time battles and sieges. IBM Requires: Windows 95, 486/66, 8MB RAM, 256CD-ROM. IBM: \$20.00

Sierra

Contains three complete games: Lords of the Realm I, Lords of the Realm II, and Lords of the Realm II Siege Pack. IBM Requires: 486/66, 8MB RAM, hard disk, CD-ROM, SVGA. \$80.00

Sierra

Explosive real-time naval combat set during the Age of Sail. Take command as a Fleet Admiral, Division Commander, or Ship's Captain and face the

lets you provide strategic control. Research and build over 50 different machines. **IBM** Requires: 386accelerator, Windows '95, Pen 200, 32mbRAM, IBM - \$90.00

MASTER OF ORION II

MIC
This game has gone straight to being my No. 1 favorite space colonization and conquest game. No other game even begins to compare. You can play as just one planet with a few tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects (my favorite, who produce very efficiently), subterranean, rodents, humans, etc. When you meet other players you can ally them, conquer them (and you *don't* have to exterminate their populations - at all!) You can simply stick your marines on the planet and the aliens serve you, or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor did he. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different structures on your colonies - and this is my favorite part. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and mesmerizing. And as you later learn more tech and build more useful, their appearances change. And the music is so relaxing and peaceful, that one of my friends falls asleep playing this game. I find the game relaxing and fulfilling. **IBM** Requires: 486/100+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard. **\$25.00**

MECH COMMANDER

Microprose
The first Battletch game of tactical combat. With an engine similar to *Red Alert*, you command many mechs instead of just one. Each mech is animated with over 100 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech they are clashing by seeing how deep the footprints are - assault mechs leave deep footprints. You can salvage, repair, and use captured enemy mechs. You command up to 12 mechs. Repair, upgrade and organize your entire unit. Buy new mechs, weapons and pilots with resource points gained by winning missions. 30 great missions. **IBM** Requires: Win'95, Pentium 120, 16mbRAM, 4xpcd-ROM, IBM - \$30

Mechwarrior II: Titanium Trilogy 3-D Accelerated With both the classic and 3-D accelerated versions of *Mechwarrior 2*, *Mechwarrior 2 Mission Pack*, and *Mechwarrior 2 Mercenaries*. And does the game look different with the 3-D accelerated graphics running! Also features a new graphics engine, continuous navigation, linear missions for endless hours of gaming, swarming missiles, burning ruins, new weapons, ten very realistic worlds, etc. **IBM** Requires: Pentium 100, 133 for 3D accelerator, 16mbRAM, 2xpcd-ROM, SVGA, Win95, \$30.00
Mechwarrior II Complete game in CD-ROM case only. **\$15.00**

MECHWARRIOR III

Activision
A huge step-up from *Mechwarrior II*. Includes deformable terrain - the buildings have destructible geometry, artillery shells pockmark the ground, the mechs even leave distinctive footprints. AI is improved. Mechs use their arms to get back to their feet, mechs hide in water to launch ambushes, fight in stunning cities and even in caves. set in 3058, features a mission editor, so you can shoot down buildings so that they fall on enemy mechs, features lureshore and Clan mechs. You can even target individual mech locations, setup the mech controls to suit your own style, multiple linear action scenarios, play over internet or LAN or internet. **IBM** Requires: Pen 166, 32mbRAM, 8xpcd-ROM, 2mbSVGA, hard disk, Windows '95, **\$80.00**
Mechwarrior III Official Strategy Guide **\$30.00**

OUTCAST

Info
In 2007 the US government sends a probe into a parallel universe. Aliens damage the probe and it opens a black hole which threatens the earth. In this freedom of movement 3D adventure, you must accompany three scientists into the other universe, in an attempt to repair the probe and close the black hole. With six vast and diverse continents inhabited by thousands of living creatures, both friend and foe, within whom you can interact. You can play from 1st or 3rd person perspectives. **IBM** Requires: Pen 200, 32mbRAM, 4xpcd-ROM, 2mbSVGA, **\$90.00**

PAX IMPERIA Eminent Domain

THQ
The ultimate in intergalactic strategy and combat. Explore and colonize hundreds of the valuable worlds in one of the largest universes ever created. Once colonies are established, they can either be left alone or carefully managed. To excel you need to juggle economics, research and develop hundreds of new technologies, build planetary assets, and establish foreign relations. You can use game or personally created alien species. You can create your own species, to go head-to-head with other civilizations. **IBM** Requires: 486/100, 2xpcd-ROM, 16megRAM, **\$30.00**
Pax Imperia Official Strategy Guide **\$30.00**

QUAKE

idSoftware
The next game from the people who brought us DOOM. And this is a fantastic improvement - and very important - it's not just for the first person shooter. A Slingshot Device. But an alien terrorist instigates a war via Slingshots before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. You must fight your way through heavily fortified military bases you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close, the SVGA still present a detailed, focused image. Weapons include shotguns, railguns, flamethrowers, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as watering your newsheds. The aliens throw all manner of ugly things at you to try to stop you. **IBM** Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8megRAM, **\$20.00**
QUAKE The Offering Contains Quake, Quake Mission Pack I, and Quake Mission Pack II. **IBM** - \$50.00

QUAKE II

idSoftware
This is the best *Doom/Quake* game I've ever seen. For starters, the game is actually playable. Without using any cheats or even a hint book, I have been able to solve every level - you don't have to find secrets in order to progress to the next level. The game contains many missions, with each mission containing from two to ten levels each. So far I've completed around 50 levels/missions and it's still nowhere in sight. Graphics are stunning, game play is totally satisfying. What I do in one level can affect another one. Features superior artificial intelligence. Enemies, which are mostly combat cyborgs, can evade your attack, strategically position themselves for ambushes, and hunt you down. Hear distant explosions, rockets flying past your head. Shortly after landing on an alien planet you learn that hundreds of your men have been reduced to just a few. Now you must fight your way through heavily fortified military installations, lower the city's defenses and shut down the enemy's war machine. Only then will the fate of humanity be known. To play this game you must have your Regional Settings (found in the Control Panel directory) set to English-Australian. **IBM** Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 4xpcd-ROM, **\$50.00**
Quake II Hint Book Prima's unauthorized guide to Quake II, including cheat codes, all the maps, all the secrets, etc. **\$30.00**
Quake II Deathmatch Maker The first authorized Quake II level editor. Has a simple, easy to use interface. Simply drag and drop rooms, textures, objects directly into your level. Has ten new template levels to create over, or you can make your own ones from scratch. As you edit you can see in 3D what you are making, etc. **\$40.00**
Quake II Mission Pack: Ground Zero Official expansion pack for Quake II. Has new enemies including the Stalker, Daedalus, the Queen Bitch Black Widow, 14 new single player levels, 10 new deathmatch levels, new weapons, new weapons including a chainsaw, plasma beam, etc. **\$50.00**
Quake II Netpack I: Extremities Introducing the most exclusive collection of MODs made by the fans for the fans. New MODs include new weapons, powerups, deathmatch maps, models, etc. Requires full version of Quake II, and Internet or Network connection. **\$30.00**
Quake II Quad Damage Includes Quake II, Mission Packs I and II, and Quake II Netpack I. **IBM** Requires: as above. **\$100.00**

REACH FOR THE STARS

SSG
About time! The immensely popular *Reach for the Stars*, (used to be available in the C&A and IBM) is being completely re-done for today's generation of computers. This is the ultimate epic galactic strategy game. Has a huge campaign and more than 30 scenarios, with unlimited gameplay with random scenarios. The computer AI is cunning and ruthless. Tactical combat with command over fleet formations, defense systems, and standing orders. Combat occurs at fleet engagements, planetary bombardments and invasions. A truly dynamic, research and technology tree, 16 unique species with their own technology trees, combat and economic advantages. Also deployment and a scenario editor. **IBM** Requires: Pen 200, 64mbRAM, 4xpcd-ROM, Duo Dev. **\$150.00**

RESIDENT EVIL 2

EA
A third-person *Quake II*-style game. The nightmare of *Resident Evil I* has returned. A new super-strain has emerged and terror stalks the streets of isolated Raccoon City. The whole town is infested and blood thirsty zombies run free. Two outsiders, a cop and a reporter, are the only two to escape contamination and must try to save the city from destruction, and stop the virus from spreading elsewhere. Features fully 3D character graphics, a new hidden extreme battle game mode to discover. **IBM** Requires: Pen 166, 4xpcd-ROM, Windows '95, 24mbRAM, SVGA, **\$75.00**

RETURN FIRE 2

ripcord
Driven by a brand new 3D engine, this game provides incredibly realistic high quality graphics and support for the latest 3D accelerator boards and force feedback joysticks. Players battle the computer with over 30 scenarios and advanced AI, or jump onto the internet for down in the dirt death-matches linking up to 16 cyberbattlers. Commanding tanks, jets, helicopters, PT boats, ASVs and jump jets. A good fun shoot-out. **IBM** Requires: Pen 133, Windows '95, 4xpcd-ROM, 16mbRAM, SVGA, 3D Accelerator card. **\$80.00**

SHADOW MAN

Quake man holds the key to the door between Liveside and Deadside. He is Michael LeRoit. Hit man. Dead man. Shadow Man. Gather sinister artifacts, solve mysteries, explore crime scenes in New York ghettos, a Texas prison, the London Underground. Over 40 interactive cut scenes and hours of in-game speech. Please note that this game is rated MA15+ and is very gory. **IBM** Requires: Pen 200, 32mbRAM, 3xpcd-ROM, Windows '95, **\$70.00**

SHOGO Mobile Armor Division

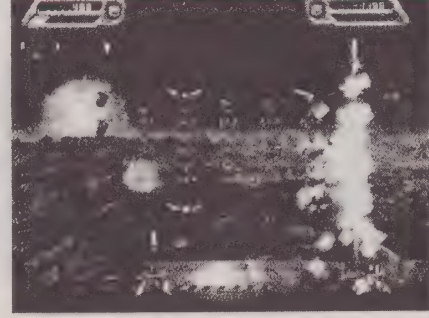
Monolith
A great looking *Quake II*-style game with a difference, you can play this one on foot or from inside your suit of powered armor, the MCAs, which runs, jumps, ducks, struts, swims, and transforms into a hover tank. It is just as agile as the human pilot, but can do everything five times better. With four transformable power armor suits to pilot, animated characters and surfaces, true 3D environments, over 30 enemies to fight, the storyline and high-based mission structure evolves based on your actions, 18 weapons, 3D Direct3D support. **IBM** Requires: Pen 166, 32mbRAM, 4xpcd-ROM, Windows '95, 3D 4mbVidCard for machines slower than Pen 233. **\$85.00**

SIN

Activision
The CEO of SinTech Industries has released a DNA-altering drug which is converting people into genetically-engineered mutants into their own personal army. You are a prominent private protection agent, and now go head to head with Sin and her army, in this *Quake II*-style 3D adventure. Features different puzzles and new routes each time you play, new dangers and intelligent beings in every mission. Weapons include remote control devices, sniper rifle with zoomable scope, experimental weapons; access computer terminals, control security cameras, etc. Looks great! **IBM** Requires: Windows '95, Pen 166, 32mbRAM, 4xpcd-ROM, 2mbSVGA, **\$50.00**
Sin Mission Pack: Wages of Sin Seventeen new missions, twelve new enemies, seven new weapons. Battle through "live" worlds, including the new hazy, 3000 Men's Casino Hotel, Shipyard, and mutation research facilities. **\$30.00**

SPACE INVADERS

Activision
Includes a replica of the original arcade game *Space Invaders*, plus a hugely jazzed up version written for today's machines. Zap em, dodge em and blast em to 100 levels of lightning-fast arcade action. Test your skills against 13 enemy species and huge alien bosses. Use explosive lasers and swarm missiles. Great graphics and sound effects, and you can have two players co-operating on the one machine. **IBM** Requires: Windows '95, Pen 150, 16mbRAM, 4xpcd-ROM, 2mbRAM AGP Video card. **\$50.00**



STARCRRAFT

Blizzard
WarCraft goes to the stars! In *StarCraft*, the only allies are enemies. Uses *WarCraft*'s wonderful game engine, also used by games such as *Red Alert*. There are three unique alien species: The Protoss, the Zerg, and the Pylon. You must devise totally new strategies to master the specialized units, abilities and technologies of each. Up to 8 player internet support. An unequalled campaign editor. Construct individual missions or entire campaigns with unrivaled options and ease. Revolutionary special effects. Real-time light sourcing, true line of sight and an advanced transparency engine combine for unparalleled visual and tactical realism. Multiple theaters of battle engage in a deadly mix of space combat, planetary assault and covert base infiltration. Command Ghost Espionage Agents, Protoss High Templars, and Zerg Dettlers as you seek to conquer the galaxy. I played one multiplayer game with a friend, and I'm hooked. Now I've begun the campaign as Humans, and wage upon wave of incoming Zerg are currently overrunning human world after world. **IBM** Requires: Pentium 90, Win'95, 16mbRAM, 2xpcd-ROM, SVGA, Hard Disk. **\$50.00**
StarCraft Prima's Official Strategy Guide **\$30.00**
INSURANCE Campaigns for *StarCraft* Brutes IV was a small planet missing from most Confederation war charts...until the Zerg found it, and now an all out war has erupted between human colonists and the Zerg, and even the Protoss have shown an interest in the world. The Terrain colonists also rebel under the leadership of a unit. With 3 full campaigns with 30 missions, and 102 new multiplayer maps. **\$50.00**
STARCRRAFT BATTLECHEST Includes *StarCraft*, *Brood War*, *StarCraft Strategy Guide* and *Brood War Strategy Guide*, and free access to Blizzard's Battle.net gaming service. **IBM** - \$99.00

SPACE BUNNIES MUST DIE!

ripcord
This outlandish, action packed *Tomb Raider* style game features the heroine Allison Hunter, a savvy truckstop waitress and bad-ass roller-riding queen bent on revenge. Help Allison hunt, swing, fly and dance her way through the labyrinthine rabbit world. With every environment unique from the others, eye-popping 360° space cam, strange and effective weaponry, ride a big space bunny, unravel strange alien technology. **IBM**, Pen 166, 32mbRAM, 4xpcd-ROM, Windows '95, **\$50.00**

STARFLEET ACADEMY

Interplay
It's here at last - now you can sit in the captain's chair of the *Enterprise* and engage Klingon D-7 battlecruisers! Now you too can be Kirk or Spock, commanding the *Enterprise* from the old TV series, the *Enterprise* from the movies, or the *Excelsior*, or the *Reliant*. You go head-to-head with Klingon *B'P* of *P'ry*, *D-7* and *D-7-A*, a new Klingon ship that you have no stats on, the *Romulan Warbird* and *Gardula*, etc. There are a total of 30 different ships in the game. Graphics are breathtaking, and include footage of the original Star Trek actors. Includes a 3D cardboard flight controller guide that tells you which keys on your keyboard do which functions. Includes strategy missions to teach you the game, plus you can design your own missions. I've taken my copy home! **IBM** Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, CD-ROM. **\$50.00**

Starfleet Academy: Chekov's Lost Missions Contains a collection of seven new missions designed to specifically challenge your skills, leadership and tactical training. Features 2 new net games, external views, tutoring by Chekov and Sulu. **\$30.00**

STARSIERGE

Dynamix
The all-new *StarSierge* completely re-written for today's computers! This is a media combat simulator that will leave you breathless with its stunning graphics. The year is 2029. A time of great danger and destiny. For years, the Empress Petrea has prepared Earth for the next Cybrid invasion. But militant rebels on the colonies of Mars and Venus disrupt that purpose. When the Empress's armada moves to crush the Rebels, the Cybrid leader makes his move. You can play human or rebel campaigns, customize the 25 heres and tanks, 40 deadly weapons, customizable cockpit, a 150 page compendium with history and fiction. Looks great. **IBM** Requires: Pen 166, 32mbRAM with 3D Accelerator, or Pen 200 without, Windows '95, 4xpcd-ROM, **\$50.00**

STAR TREK: Armada Due Now

Microprose
The Borg have returned! You are in charge of either the Federation, Klingon, Romulan, or the Borg. Build up your empire, research special weapons. Also a Klingon civil war, Romulan subterfuge and the Borg's search for perfection. This is a real-time 3D strategy game. You command up to 30 ships at one time. There are 26 action-packed missions. Cut-scenes include Patrick Stewart. Looks fantastic! **IBM** Requires: Pen 200, 32mbRAM, 2mbSVGA, **\$90.00**

STAR TREK: Birth of the Federation

Microprose
Now you can command an entire Star Empire set in the Star Trek Next Generation setting. You can play either Federation, Klingon, Romulan, Ferengi, Cardassian, plus dozens of minor races such as Bajor, etc. You start off with your home world, in a galaxy that you can set as small to large. Explore other star systems, colonize them, develop industry, develop different types of technology in six fields. Construct, maintain and refit Starship fleets and engage in turn-based 3D space combat. **IBM** Requires: Pen 166, Windows '95, 16mbRAM, 4xpcd-ROM, 16mbRAM, **\$60.00**

STAR TREK CAPTAIN'S CHAIR

SS
Using photorealistic QuickTime VR technology, Captain's Chair puts you on the bridge (and behind the panels) of your favorite Star Trek ship, including the spectacularly recreated original series *Enterprise* NCC-1701, the *Enterprise* NCC-1701-D, E, the *Defiant* and *Voyager*. **IBM**: Windows, Pentium 90, 16mbRAM, 2xpcd-ROM, SVGA, hard disk. **\$24.00**

STAR TREK DEEP SPACE 9 Entertainment Utility

SS
This limited edition CD-ROM contains screen savers, audio clips, video clips, jigsaw puzzles and wallpaper. Use Image Canvas to create a customized screen saver with full motion video clips. You actually get to assemble the jigsaw puzzles yourself. 75 audio clips. **IBM**: Windows, 386/33, 8mbRAM, 2xCD. **\$33.00**

STAR TREK FEDERATION COMPILATION

Interplay
A compilation of three classic games, *Star Trek 25th Anniversary*, *Star Fleet Academy*, *Star Trek Judgment Rites*. **IBM** Requires: Pen 90, 16mbRAM, 4xpcd-ROM, hard disk, SVGA. **\$50.00**

STAR TREK ENCYCLOPEDIA

SS
The interactive reference to the entire Star Trek history thus far, is available on this four CD-ROM set. Has more than 3,000 photos, more than 400 video clips. Covers the events, races, planets and stars, weapons and tools, medical equipment and main and supporting characters from the original Star Trek series, Next Generation, Deep Space Nine, Star Trek Voyager, and first seven films. **IBM** Requires: Win'95, Mac'95, 16mbRAM, 2xpcd-ROM. **\$30.00**

STAR TREK GENERATIONS

MP
Now you can relive the action of the movie as a computer game. Become your favorite Star Trek characters in 12 intense and deadly 'away team' action missions in a first-person perspective. Pilot the USS Enterprise and combat Klingon and Romulan warships. Features footage unique to this game. **IBM** Requires: Pen 90, 16mbRAM, Windows '95, 4xpcd-ROM, 2mbSVGA. **\$20.00**

STAR TREK GIFT SET

SS
Contains four Star Trek previously released games/features. The Star Trek Omnimedia with thousands of text, diagrams, photos and video entries: The Star Trek Next Gen Episode Guide with trailers from all 177 original shows: the Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; and Star Trek Klingon Language Lab with 24 minutes of power Klingon, taught by Michael Dorn, of course. **IBM** Requires: 486/66, 8mbRAM, 2xpcd-ROM, SVGA, hard disk. **\$40.00**

STAR TREK: NEXT GENERATION A Final Unity

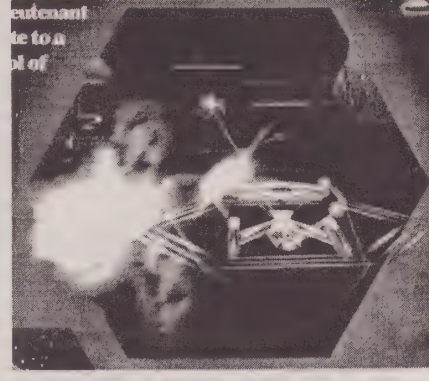
With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Guardian vessel. Trip explains the Guardian may be our friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shield-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. **IBM** Requires: 486+, CD-ROM, 8mbRAM, SVGA, hard disk. **\$20.00**

STAR TREK OMNIPEDIA

S&SI
The comprehensive, voice activated electronic database to the Star Trek universe. Utilizes photos, video, graphics text and audio to bring to life thousands of indexed entries, cross-referenced from the three TV series and six classic feature films. Includes charts, maps, starship diagrams, 3D realistic renderings, etc. Includes a free Star Trek Omnimedia hat, and a Star Trek Encyclopedia on Audio. **IBM** Requires: 486 or SVGA, Microphone (to use voice activation option), 2xpcd-ROM, 8mbRAM. **\$19.00**

STAR TREK: Starfleet Command

Interplay
A strategic game of starship combat in the Star Trek universe. Experience a 30 year campaign that takes you from Lieutenant Commander of a tripartite to a Real Admiral in control of task force including destroyers, heavy cruisers and dreadnoughts. Based on the thousands of Star Trek battles, this is an amazing real-time space combat experience. Over 50 unique campaign missions and individual scenarios. Over 50 hull designs, repair and refit ships between missions, multiple tutorials, etc. Looks very good. **IBM** Requires: Pen 200 or 166 with 3D accel, 32mbRAM, 4xpcd-ROM. **\$90.00**



STAR TREK STARSHIP CREATOR

S&SI
Build your own Federation starship by mixing and matching parts to create your own unique Starfleet vessel. Print it out and name it. Then equip your ship with Star Trek technology and systems from living quarters to photon torpedoes. Select a crew from 100 of your favorite Star Trek characters. You can even import your own picture and bio and make yourself captain. As the ultimate test, send your ship out on missions. With good planning and a good crew, your ship will succeed in achieving mission objectives. **IBM** Requires: Pen 90, 16mbRAM, 2xpcd-ROM, SVGA. **\$30.00**

STAR WARS Behind the Magic

LucasArts
Includes a sneak preview of the new movie, Star Wars Episode I; guides to the three Star Wars movies; info on all the characters, galactic map and guide, reference material on all the ships and vehicles, timelines, behind the scenes info, glossary, trivia questions, over 2,000 images, 3D walkthrough of the Millennium Falcon, etc. **IBM** Requires: Pen 133, Windows '95, 16mbRAM, 4xpcd-ROM. **\$50.00**

STAR WARS Collection

LucasArts
This is the LucasArts Archives Vol. II. It includes six CDs containing four games and a special presentation: Dark Forces, Rebel Assault, Rebel Assault II, The Fighter, and a special behind the scenes look at the re-done Star Wars Trilogy. **IBM** Requires: 486/66, Win'95, CD, 8mbRAM. **\$80.00**

STAR WARS Collection II

LucasArts
Includes *The Fighter*, *X-Wing*, *Wing V*, *The Fighter*, *Jedi Knight*, *Dark Forces* (only 3 levels), *Yoda Stories*, *Star Wars Behind the Magic*, *Jedi Knight Mysteries of the Sith*. **IBM** Requires: as per *Jedi Knight*. **\$90.00**
STELLAR COMBAT 15 new missions for X-Wing vs The Fighter, 100 new missions for Descent II, 70 new missions for X-Wing, The Fighter and Descent I. On special for - **\$40.00**

STAR WARS Episode I The Phantom Menace

LucasArts
A 3D adventure where you take the role of Qui-Gon Jinn, Qui-Gon Jinn, Queen Amidala and Captain Parika. Play through the events of the film, put on go engaging side-quests that go beyond the story from the film, use the powers of the force, light sabers, and blasters. Explore beautiful Naboo, wander the streets of Mos Eisley, journey through the skyways of Coruscant, battle with hundreds of creatures from the movie. **IBM** Requires: Pen 200, 32mbRAM, 4mbDxvel, 4xpcd. **\$75.00**
Star Wars Episode I Phantom Menace Official Strategy Guide **\$30.00**

STAR WARS Episode I RACER

LucasArts
A pole-position simulation. Relive all the excitement of producing in the movie as you fly up to 950kph! Race in futuristic competition against 21 opponents, visit 21 tracks on 8 worlds, avoid hazards, race through 3D environments, sound effects taken straight from the movie, multiplayer through LAN. **IBM** Requires: 4mbDxvel, Windows '95, Pen 166, 32mbRAM, 4xpcd-ROM. **\$75.00**

STAR WARS REBELLION

LucasArts
Galactic colonization and conquest on an epic scale, set in the Star Wars universe. Take control of either the Rebel Alliance or the Galactic Empire as you vie for the support of up to 200 worlds. The real-time environment will test your strategic mind every turn. Features comprehensive resource management. Strategic aspects of the game let you manage manufacturing including includes dozens of capital ship types such as Star Destroyers and freighters, as well as eight types of fighters, resources, fleet deployment and mission assignments. Also features an innovative 3D battle simulation where you take complete control of entire battlefields of space ships in dramatic battle sequences, almost a separate game in itself. There are dozens of characters for both the Rebel

HEROES OF MIGHT & MAGIC II

NewWorld
Lord Intrepid is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal throne. Will you support the villainous usurper and lead the armies of evil, or be loyal to the righteous prince and deliver the people from tyranny. Features an unusually interactive campaign storyline. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 66 monster types; expanded interactive battlefields with enlarged combat maps. **IBM Requires:** 486/66 \$30.00

HEROES OF MIGHT & MAGIC III

NewWorld
When Enliah's King is murdered by traitors, he is resurrected as an undead warlord who leads a ruthless invasion of his former Kingdom. Little resistance is met until his daughter Catherine, Queen of Euviah, returns to her homeland commanding an army of elite Euvian warriors. Not only must she defeat her father's army, but she also wishes to free him from the dark prison of his undead body. Characters, buildings, environments and weapons are all re-created in 3D and appear in a new 800x600 hires, 65,000 color world. A simple to use turn-based game with a very challenging environment. 8 completely new towns and castles, 16 different hero types, more than 120 different combat units. Realistic animation, improved multiplayer via hot-seat, LAN or Internet. **IBM Requires:** Windows '95, Pen 133, 32mbRAM, 4spCD-ROM, 16mb SVGA. **IBM - \$90.00**

HEXEN II

idSoftware
The much awaited sequel is here at last, this time built upon *Quake's* engine. The Four Horsemen of the Apocalypse lurk in the shadows before you. They are the root of all that is evil. They are the most vicious of your nightmares. The Wolf, the Raven, the Spider, the Devil. As the Necromancer, Assassin, Crusader or Paladin, you must defeat the dark generals and their hell-spawned legions before you can face the Archdemon and attempt to end his ravens onslaught. With 32 new weapons, as you gain experience you gain new abilities and extra abilities for your character class. Fight four stages of hell: Medieval, Egyptian, Mesopotamian, and Roman. Smash stained glass windows, collapse structural beams, pulverize trees. **IBM Requires:** Win '95, Pentium 90, SVGA, 16mbRAM, hard disk. **IBM - \$30.00**

HEXEN II MISSION PACK You can play a demoness armed with new weapons, new spells and powers. Revisit the medieval world of Blackmoor, and continue the experience in the new Tithen Hub. Explore 15 even more challenging levels, including sky terrain, and crawling with demonic new enemies. **IBM - \$40.00**

KING'S QUEST COLLECTION II

Sierra
With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colonel's Quest, Dagger of Amon Ra, and Mixed-Up Mother Goose Deluxe. **IBM Requires:** 486/25, SVGA, 8mbRAM, 2spCD-ROM. **IBM - \$75.00**

KING'S QUEST 8 Mask of Eternity

Sierra
Enter this deep and compelling tale of an eternal champion's struggle to restore the Mask of Eternity and save the kingdom of Daventry. Features a revolutionary 3D action engine which gives you complete freedom of movement. Experience all seven worlds through either a first or third person point of view. Intuitive mental challenges require you to use your mind as well as your body. The built-in calendar controls your in-game time and your health. Discover mythical creatures who can guide you in your quest, unlock the secrets of the dimension of death, cleanse poisonous waters, and confront evil. **IBM Requires:** Pen 166, 32mbRAM, 4spCD-ROM, 16mbSVGA, hard disk, Windows '95. **IBM - \$50.00**

LANDS OF LORE III

Westwood
A *Heaven II/Quake II*-style 3D fantasy adventure. Armed with only your sword and spellbook, you must break free of your past to forever close dimensional rifts born from ancient magic. But you will have help - four guilds, the mystic, a magical planar companion. With over 60 weapons, 100 magical items, an in-game journal that builds itself, stunning 3D effects, interact with intriguing characters as you move through six worlds ranging from frozen wastelands to underworld labyrinths. **IBM Requires:** Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 16mbSVGA. **IBM - \$90.00**

LORDS OF MAGIC SPECIAL ED

Sierra
Includes the full game of *Lords of Magic* plus the *Legends of Urk Quest* Pack, which has a new editor, 8 new buildings, 17 new monsters, 5 new adventures. Sequel to *Lords of the Realm II* - except its fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Fairies, Goblins, Dragons, and other creatures. The evil Lord Balduin has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and turn based resource management. You develop and train wizards, warriors, thieves, and many other allies. You can even play or backstab with 80 different animated creatures from skeletons to dragons, 160 spells, multiple paths to victory, etc. **IBM Requires:** Pentium 100, Windows '95, 16mbRAM, hard disk, 4spCD-ROM, 16mbSVGA. **IBM - \$30.00**

MAGIC & MAYHEM

Virgin
From the developers of XCOM, this real-time strategy game goes beyond human limits. You are commander, and you are your ultimate weapon. You have the power to send a plague upon the enemy, to bring the dead back to life, to make volcanoes erupt. Lead your army of mythological beasts. Buildings and forests can move, creatures can hide in ambush. Conquer 36 realms including Celtic, Greek and medieval. But note that the enemy will also try to conquer you over the same. Great graphics. **IBM Requires:** Pen 133, 32mbRAM, 4spCD-ROM, Windows '95, 2mbSVGA. **IBM - \$30.00**

MAGIC THE GATHERING Ltd Ed Pack

Microprose
Contains two games, *Magic the Gathering and Spells of the Ancients*, as well as *Manual*, multiplayer *Magic* and 85 new cards to use in the game. **IBM - \$75.00**

The Ultimate MIGHT & MAGIC ARCHIVES

NWC
Includes *Might & Magic I, II, III, IV* plus *Swords of Xeen* and *World of Xeen*. **IBM Requires:** 486/33, Windows '95, 8mbRAM. **IBM - \$75.00**

MIGHT & MAGIC VI The Mandate of Heaven

NWC
The Ironfist Dynasty is tottering on the brink of ruin. You will lead a band of adventurers on a dangerous journey of amazing depth and intelligence. Master your destiny in a non-linear storyline where your choices and actions determine the game's outcome. Explore the intricacies of hundreds of subplots, spells, skills, and magical items. Real-time or turn-based combat. 16 bit, 65,000 color graphics. **IBM Requires:** Pentium 90, Win '95, 16mbRAM, 4spCD-ROM, hard disk. **IBM - \$50.00**
Might & Magic VI Limited Edition This edition includes M&M VI, as described above, plus all five previous *Might & Magic* games. **IBM - \$70.00**
Might & Magic VI Prima's Official Strategy Guide **IBM - \$30.00**

MIGHT & MAGIC VII For Blood & Honor

NWC
Experiencing a groundbreaking 3D engine. A vivid and dynamic world that supports the full range of leading 3D acceleration technology. Choose your character from a number of fantasy races. Journey through contested lands where you can avoid or engage in battles against dozens of fantasy monsters. With a compelling storyline. The first 30 orders we receive for this game will receive a free pen. The first 16 orders will also receive the Limited Edition with free poster. **IBM Requires:** Pen 133, 32mbRAM, 3Daccel, 4spCD-ROM, Windows '95, SVGA. **IBM - \$90.00**

Ages of Myst Includes the complete games of Myst and Riven, plus unique commemorative items including a journal to write notes in, and The Making of Riven.

IBM Requires: Win '95, Pentium 100, 4spCD-ROM, SVGA, hard disk. **IBM - \$80.00**

MYTH II Soulblighter

Bungie
A strategy game set in a 3D world of dangerous alliances and ancient evil, where you are being treacherous before the wrath of Soulblighter, the cruellest and most cunning of the evil Fallen Lords. Destroy bridges and storm enemy fortifications; seize a drawbridge before the guards can rise it. Featuring real-world physics. Launch arrows in deadly close-quarter obstacles. Set off chain reactions, explosions that send heads rolling. Dwarven mortars to blast through enemy walls and fortifications. **IBM Requires:** Windows '95, Pen 133, 32mbRAM, 16mbSVGA, 4spCD-ROM, also cats to 3Dfx cards. **IBM - \$40.00**

POPULOUS The Beginning

Bullfrog
Experience the only action-strategy game that puts the awesome powers of nature in your hands. Enforce your omnipotent influence over fantastic 3D worlds. wield your divine power to convert wind to your cause or cast them down in a hail of fire and brimstone. Behold the breathtaking landscapes from your sea in the heavens or zoom in close for spectacular views of the cataclysms. But your forces, unlike the gods, are not believers and become ruler of the universe. With 25 units, fascinating worlds. Build through mystical cities. Unleash 26 spells on your enemies. **IBM Requires:** Win '95, Pen 133, 16mbRAM, 4spCD-ROM. **IBM - \$60.00**

Undiscovered Worlds

With 12 brand new single player and 12 new multiplayer levels. It is time for a new shaman to command the tribe against the greatest threat of all. **Requires as above.** **IBM - \$30.00**

Prince of Persia 3D

RedOrb
A mystical place where a once humble servant has transformed himself into a 12th century Persian prince. And now the prince must rescue his bride and avenge the death of the Sultan. Combines the fast paced combat of a fighting game with the depth and challenge of a strategy game. Stunning animation, extensive 3D technology. 12 challenging levels in 7 Persian environments, 30 types of enemies, hundreds of traps.

IBM Requires: 3Daccel, Pen 233 with MMX, 64mbRAM, CD-ROM. **IBM - \$90.00**



QUEST FOR GLORY Collection

Sierra
Make the journey of a lifetime as a warrior, mage or thief. Each adventure is its own unique quest, finish one and take your character into the next with powers and weapons intact. Includes four complete games, *Quest For Glory I*, *Quest For Glory II*, *Quest For Glory III*, *Quest For Glory IV* and *Quest For Glory V Demo*. **IBM Requires:** Win 386/25+, 32mbRAM, 2spCD-ROM, VGA. **IBM - \$30.00**

QUEST FOR GLORY V Dragon Fire

Sierra
Combines the best elements of roleplaying with real-time action. Set in the amazing 3D realm of Silmaria. Dragon Fire takes you on a journey fraught with peril, mystery and enchantment. The Council of Silmaria has set before you the seven deadly Rites of Rulership. If you succeed, you'll save the kingdom and win the right to rule as king. Play as either a thief, warrior, wizard or paladin. Explore the huge world, where innocent facades hide treacherous deeds. Come face to face with dragons, minotaurs and other creatures. Luscious looking inns, taverns and homes lead the keys to unlocking the mystery of a murdered king. Explore the sunken depths of Atlantis. Be careful during the night. Unite with the warrior. **IBM Requires:** Windows '95, 4spCD, 32mbRAM, SVGA. **IBM - \$60.00**

Rage of Mages II Necromancer

Nival
A fantasy game a little like *Red Alert*. Across a barren wasteland, a sleeping evil awakens from the depths of the earth. Only the strongest band of adventures will survive the perilous journey to the Necromancer's Lair and defeat his army of undead. Create a giant marauding army including mercenaries which can be bought or bribed. Equip your characters and develop their skills. There are 43 non-linear missions. Discover a completely new realm including Arabian desert cities and druid villages; master over 400 weapons, items and spells and fight 80 types of foes. **IBM Requires:** Pen 133, Windows '95, 32mbRAM, 4spCD-ROM, 2mbSVGA. **IBM - \$75.00**

REDGUARD Elder Scrolls Adventures

Bethesda
Play Cyrus, a Redguard mercenary who returns to the province of Storm to avenge the death of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures have you escaping from death, traps, jumping across chasms, discovering Dwarven ruins, and tons of sword fighting. The advanced camera system allows for real-time 3D cinematic breaks in the gameplay. Featuring a lavish 3D city. **IBM Requires:** Pen 166, 32mbRAM, SVGA Year 2.0, 16bit sound card. Windows '95, 4spCD-ROM. **IBM - \$80.00**

REDJACK: Revenge of the Brethren

Dream
A legendary pirates & buccaners 3D adventure. The legendary pirate RedJack was ambushed and his treasure disappeared. RedJack died vowing revenge. 17 years later a young man searches for this lost booty in a quest to answer his own past. He goes to the high seas to unravel the mystery. With pirates, pirate ships, landsea crawls with renegade pirates and Voodoo magic, solve challenging puzzles woven into the storyline. 20 interactive characters, 34 stunning locales, non-stop action. **IBM Requires:** Windows '95, Pen 133, 16mbRAM, 4spCD-ROM, SVGA. **IBM - \$70.00**

REQUIEM: Avenging Angel

3DO
A *Quake II*-style game with a difference, you are Malachi, a chosen angel, sent to Earth to save Creation from the wrath of the Fallen. The 3D engine generates state-of-the-art graphics without needing a 3D card. Fight demons and hell's minions using rare angelic powers, such as bloodbolt, lightning, holy light, turn to salt; as well as an arsenal of guns. Looks great. **IBM Requires:** Pen 166, 32mbRAM, 2mbSVGA, Windows '95, 4spCD-ROM. **IBM - \$90.00**

RETURN TO KRONDOR

Sierra
Set in the world created by Raymond E Feist, this fantasy RPG envelops you in a world of strange creatures, disparate characters and the magic arts. The Tear of the Gods, a holy artifact possessing unimaginable power, is in peril. Your party must race against time, an evil madman, and his followers to raise the sunken ship that holds the artifact, and return it to its rightful place in the Temple of the Gods. With over 200 beautifully rendered locations, turn-based combat, 180 3D characters, 60 spells, 30 varieties of locks, traps and puzzles, eleven chapters of intrigue and adventure. **IBM Requires:** Windows '95, Pen 166, 32mbRAM, SVGA, 4spCD-ROM. **IBM - \$40.00**

RIVAL REALMS

DI
A real-time strategy game set in a world where noble knights, enchanted wizards, fearless mercenaries and cunning thieves meet the battle ravaged wilderness in search of wealth and adventure. For centuries the humans, elves and greenskins have battled each other. Lead one of these three races in an epic war of conquest. With three different campaigns for the three races, totaling 60 levels. Hordes of magic spells, units gain experience, level/campaign editor, mythical beasts include griffins, goblins, skeletons. **IBM Requires:** Pen 90, 16mbRAM, SVGA, 2spCD-ROM, hard disk. **IBM - \$60.00**

SAGA Rage of the Vikings

Cryo
A *Red Alert*-style game. Discover the fearsome universe of the Vikings, their majestic legends and mysterious beliefs. With seven different races, vikings, giants, dwarves, trolls etc; each race has its unique structures to build, control your clan through scenarios and campaigns. 3 schools of magic, 3 levels of axiom give you improved control of your forces. **IBM Requires:** Pen 166, 2mbSVGA, 32mbRAM. **IBM - \$75.00**

SILVER

Infogrames
A third person 3D adventure. Fight as David, a hero on the right side of vengeance caught up in the epic conflict of light versus dark and steel versus silver. Over 200 beautiful locations, fifty interactive characters and six player characters. With spectacular effects, magic, special moves, metamorphosis, demons, dragons, imps. Unique and simple mouse control system - the mouse becomes your sword arm! Real-time gameplay with magic, combat, speech and action. **IBM Requires:** Pen 166, 32mbRAM, 4spCD-ROM, 2mbSVGA. **IBM - \$90.00**

SOUL REAPER Legacy of Cain

Eidos
A third person 3D fantasy roleplaying game. Cast down to the material world, the mysterious entity Raziel (you) seeks vengeance for betrayal by his master Cain. Cursed to stalk the dark realm of Nocturne, he must slay his undead brethren; only then can he absorb their souls for the energy he craves. Moving between the spectral and material plane, Raziel must negotiate puzzles, overcome traps and defy blood chilling enemies to reach his goal of killing Cain. As Raziel shifts between the plane of the mortal and immortals, stunning graphics. **IBM Requires:** Pentium, Win, 3Daccel, 16mbRAM. **IBM - \$90.00**

SWORDS & SORcery

Westwood
A first or third person 3D adventure, which unfolds a deep, epic storyline pitting your wistful party of six rebels against the High Priest of Death. 10 different clans, 15 races, 8 attributes, 27 skills, and over 50 spells. Action can be real-time or turn-based. You can play from the viewpoint of any member of your party. **IBM Requires:** Pen 166, 32mbRAM, Windows '95, 2mbSVGA, 8spCD-ROM, Dual Inn. **IBM - \$90.00**

THE ULTIMATE RPG ARCHIVES

Interplay
Award winning computer Roleplaying Games in one box, including *Bards Tale I, II, III* and *Conquest*. *Might & Magic: Clouds of Xeen* and *Might & Magic: Darkside of Xeen*. *StarSage: Ultimate Underworld I and II*. *Dragon Wars*, *Wasteland* and *Wizardry Gold*. **IBM Requires:** 486/33, 32mbRAM, 2spCD-ROM. **IBM - \$60.00**

THE ULTIMATE WIZARDRY ARCHIVES

Interplay
Contains *Wizardry I, II, III, IV, V, VI, VII* and *Gold*. **IBM Requires:** 486/33, 8mbRAM, 16mbSVGA, 2spCD-ROM. **IBM - \$75.00**

TOMB RAIDER II Golden Mask

Eidos
The complete game of *Tomb Raider II* plus four extra levels. But features enhanced graphics, dynamic lighting, extensive settings, new moves, weapons, etc. **IBM Requires:** Pen 90, 16mbRAM, 4spCD-ROM. **IBM - \$40.00**

TOMB RAIDER III

Eidos
In a search to find four mysterious artifacts fashioned from the heart of an ancient mystery, Lara journeys through 5 challenging adventures from the jungles of India to the icy wastes of Antarctica, across the rooftops of London and into the depths of Nevada's mysterious Area 51. With new graphic enhancements such as rippling water; select the order in which you undertake the adventures and choose the path you take within each level; new vehicles include kayak, quad bike; new weapons include Grenade and Rocket Launchers; and new moves include dash, crawl, and monkey swing. **IBM Requires:** Windows '95, 16mbRAM, Pen166, 4spCD. **IBM - \$70.00**
Tomb Raider III Prima's Official Strategy Guide **IBM - \$30.00**

TOTAL ANNIHILATION: Kingdoms

Cavedog
Total Annihilation goes fantasy! This is an epic campaign to conquer the land of Darius. Play as the monarch of one of four unique civilizations, each with its own combat strategies. Command vast armies of skeletal archers, dragon riders, mighty wizards, ships of war, fantasy beasts. Campaign through 3D environments that include forests, marshes, hills, swamps. Lay siege to castles and cities. **IBM Requires:** Windows '95, Pen 233, 32mbRAM, 4spCD-ROM, 16bit SVGA. **IBM - \$90.00**

ULTIMA COLLECTION

Origin
A special selection of 10 Ultima games, being *Ultima I, II, III, IV, V, VI, VII, VII Part 2, VIII*, and *Ultima Online*. Also a sixteen page *Ultima Atlas*, and exclusive interviews! **IBM Requires:** 486/33, 4mbRAM, 4spCD-ROM. **IBM - \$30.00**

ULTIMA ONLINE Second Age

Origin
Get online and immerse yourself in the adventure of a lifetime in this world with spells and monsters, quests and heroes. A living growing world where thousands of real people discover fantasy and adventure. The world is persistent. Life goes on and events transpire whether you're logged in or not. Offers unprecedented freedom for you to seek out your own destiny. Craft weapons, tame wild animals, build a house, run a shop, quest for treasure, delve into dungeons - true roleplaying where your only limitation is your imagination. You need a connection to the internet to play this game, new 16-bit game which you access through a connection to the internet. It can be played alone on your computer like other games. **IBM Requires:** Pen 166, Windows '95, 333mb hard disk space, 16mbRAM, modem, 2mbSVGA. **IBM - \$80.00**
Ultima Online Hint Book The Official Ultima Online hintbook. **IBM - \$30.00**

ULTIMA ASCENSION

Origin
Only you can restore virtue to Britannia, where the Guardian has conquered eight continents of evil, which rise from the deepest dungeons and drain all the land's magic. All new animated combat and spell systems. Over 50 fantastic creatures to play with that have individual AIs. A walkthrough tutorial, Simple to use inventory system. Stunning 16-bit color 3D graphics. **IBM Requires:** Pen 166, 32mbRAM, 8spCD-ROM, 16bit SVGA, Win '95. **IBM - \$90.00**

ULTIMATE POWER PACK 3

Various
Contains three games, *Dungeon Keeper*, *KKND* and *Warhammer Dark Omen*. **IBM Requires:** Pen 120, 16mbRAM, Windows '95, 4spCD-ROM. **IBM - \$80.00**

VAMPIRE: The Masquerade - Redemption

Mecca
White Wolf's *Vampire: The Masquerade* becomes a 3D adventure. Begins in the 1100s, with your character then going into an 800-year long vampire liberation, and waking in our current day. Lead a party of up to four characters, combat has many options, especially giving different ways to kill other vampires. **IBM Requires:** Pen II 200, 32mbRAM, 8spCD-ROM, 2mbSVGA, Windows '95. **IBM - \$90.00**

WARCRAFT Orcs vs Humans

Blizzard
The original Warcraft, a fantasy wargame in the style of *Red Alert*. Fight two campaigns, one as humans, one as orcs, in over 20 scenarios. Also has a further 20 scenarios that can be edited. **IBM Requires:** 386/20, SVGA, CD, 4mbRAM. **IBM - \$20.00**

WARCRAFT II Tides of Darkness

Blizzard
Return to the world of Warcraft, where the battle between the evil orcs and noble humans rages on. With powerful new allies, terrifying new creatures and new weapons, the struggle for the domination of Azeroth continues. Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, flying machines, even archers, battledroids, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. **IBM Requires:** SVGA, 486/33+, CD-ROM, 32mbRAM, 16mbRAM. **IBM - \$30.00**

WARCRAFT BATTLE CHEST

A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expansion set. **IBM - \$90.00**

WARLORDS III DARKLORDS RISING

SSG
A full of unspeakable evil, merciless slaughter and unbridled destruction has fallen across the realm of Eberia. Will he be able to stop their bloody juggernaut? 4 new campaigns and 15 standalone scenarios, plus the previous campaign and scenarios from the previous edition. Also features advanced AI, 9 new multiplayer games, 5 new heroes (making a total of 15), 31 new units (making a total of 95), cast 19 new spells, 9 new abilities, enhanced random map generator, revolutionary simultaneous movement and character class system, all new tactical, all in real-time. A fully featured, fast, item and campaign editor. **IBM Requires:** Win '95, Pentium 75, 16mbRAM, 4spCD-ROM, hard disk, SVGA. **IBM - \$70.00**

XENA: Warrior Princess

MPM
A 3D animated adventure, Bacchus has spawned an army of fanged vines, the Baculae, and they are attacking and recruiting young village girls and killing every one else. Xena, Gabrielle and Joxer must find out why Bacchus has turned evil, and stop him before its too late. **IBM Requires:** Pen 166, 32mbRAM, Windows '95, 8spCD-ROM, 2mbSVGA, 16bit Sound Card. **IBM - \$30.00**

Advanced Dungeons & Dragons

AD&D BALDUR'S GATE

Interplay
Baldur's Gate takes you back to the Forgotten Realms campaign setting using a *Diablo*-style game system. This is a huge game world with a multi-CD set filled with nearly 10,000 scrolling game scenes, all fully rendered in lush 16-bit SVGA graphics. Has a gripping non-linear adventure that spans seven chapters, with dozens of subplots that branch in and out of the main scenario. Your decisions affect subsequent chapters and the entire game world as a whole. The transparent interface can be modified to play in a turn based fashion if you desire. Explore hundreds of intricately rendered buildings and structures. Fight over 60 different types of monsters, view characters in exquisite detail, use over 100 spells, features real-time environmental effects such as rain, snow, lightning, fog, daylight and nighttime; create your character from one of six races and 26 different professions, and guide a party of up to 5 characters. **IBM Requires:** Pen 166, Win '95, 4spCD-ROM, 16mbRAM, 2mbSVGA. **IBM - \$50.00**
Baldur's Gate Official Strategy Guide **IBM - \$40.00**

BALDUR'S GATE Tales of the Sword Coast

Continue your adventures with the character you used in *Baldur's Gate*, join up with new friends or meet old enemies, actions in the original game will impact events in this expansion, more powerful spells, talkative NPCs, multiplayer support. **IBM - \$42.00**

AD&D BIRTHRIGHT: The Gorgon's Alliance

SSI
Role playing in the AD&D Birthright. The Gorgon binds his power through bloodthirst - killing the kings of Amure and consuming their divinely-granted bloodlines. You must command heroes, wizards and mighty armies to stop him. With role playing, battle-strategy and real time combat. Bright 3D graphics bring the magical land of Amure to life. 34 interactive characters and multiple variations make for amazing depth of play. You encounter treasures, resources, allies, and foes, including the Spider King, the Gorgon. Players can choose to play a powerful, turn-based game or a fast-paced, fast time game. **IBM Requires:** 486/66, CD-ROM, Win '95, 8mbRAM. **IBM - \$50.00**

AD&D Forgotten Realms Archives

SSI
Contains all 12 previous Forgotten Realms games on 4 CDs. Includes *Pool of Radiance*, *Curse of the Azure Bonds*, *Secret of the Silver Blades*, *Procs of Darkness*, *Hillstar*, *Eye of the Beholder I, II, III*, *Dungeon Hack*, *Gateway & Treasures of Savage Frontier*, *Mezothorran*. **Requires 386.** **IBM - \$75.00**

AD&D PLANESCAPE: Torment Due Nov

SSI
Set in the city of Sigil, but you can also visit the other planes. You play a scarred, amnesiac immortal in search of his identity. You must discover the secret of your death and rebirth. Your own actions define your character's character, not a character generation screen. Explore Sigil, a vast city of magic and industry. Manage an adventuring party of the strongest allies. This is not a game which you have to play for 20 hours before you can cast spells. You have a power to be reformed with (as a sword every level in Sigil) **IBM Requires:** Pen 166, 32mbRAM, 2mbSVGA. **IBM - \$90.00**

Miscellaneous

Ace Ventura: Pet Detective

An animated adventure. All there is to a buzz with the latest shocking crime of the serial slaver, Ace Ventura. Pet Detective needs your help to save the animals in this furious cop. **IBM Requires:** Pen 166, 32mbRAM, Windows '95, 8xpcD-ROM, 2mbSVGA, 16bit Sound Card. **IBM - \$30.00**

ADVENTURE 3 Out of This World Games

Contains three complete games: *Space Quest 6 Roger Wilco*, where Roger Wilco fights grime and battles evil adventures; *Lighthouse*, where you pass through a shimmering Open Season; and *Renegade*, where you use your wits and your fists to save the world. **IBM Requires:** Win 3.1+, 486/66, 12mbRAM, 2xpcD-ROM, hard disk. **IBM - \$30.00**

AFL '99

The big game flies even higher. Spectacular nukes, huge kicks, and bone-crunching collisions. Play at the real grounds - the MCG, SCG, Foxbush Park etc. Full player roster with over 647 player portraits and statistics, high performance new 3D engine featuring real time lighting, team management and strategy, multiple difficulty modes. **Requires:** Windows '95, Pen 166, hard disk, 32mbRAM, 4xpcD-ROM. **IBM - \$30.00**

AUSTIN POWERS Operation Trivia

The Shagadelic Pop-Culture party game. Team up with Austin Powers or Dr Evil. Test your knowledge of pop culture trivia from the '60s through the '90s, including questions based on the Austin Powers movies. Includes hundreds of groovy questions for hours of play. For 1 or 2 players, or teams. **IBM Requires:** Windows '95, 16mbRAM, 4xpcD-ROM, 2xpcD-ROM. **IBM - \$16.00**

BALDIES

Classic reptile. Commission your Baldie factions and unleash your vile intentions. Real-time action strategy with 60 levels including hidden and bonus rounds. 15 lethal weapons, 5 different worlds, build funhouses, turn animals into weapons, consume goldfish, breed like rabbits, then wipe out all of your dastardly hairy enemies. **IBM Requires:** 486/66, 8mbRAM, SVGA. **IBM - \$16.00**

CLUEDO Murder at Blackwell Grange

The classic boardgame now a computer game! Play detective and solve a dastardly crime in a brand new cluedo mystery. Whodunnit? Where? And with what? See the famous characters come to life through stunning animations. Features classic Cluedo game, solo and multiplayer modes, playable over LAN, modem or internet. **IBM Requires:** Pen 133, Windows '95, 16mbRAM, 4xpcD-ROM, 1mbSVGA. **IBM - \$50.00**

CARMAGEDDON I

The original Carmageddon game at a very low price. **IBM - \$30.00**

CARMAGEDDON II Carpalocalypse Now

Features a multitude of manic drivers, a feast of formidable race circuits. Reckless driving gains points - annihilate everything in your path. Waste time, reckless slaughter. Smash, trash, crumple, burn, blast, slide and jump with realism. 3D and grueling new tracks. 10 manic mission levels and 10 stunning new environments, with even more freedom, power-ups and cunning stunt bonuses. **IBM Requires:** Windows '95, Pen 166, 16mbRAM, 2mbSVGA, 4xpcD-ROM. **IBM - \$75.00**

Sierra's COMPLETE CHESS

A great chess game that teaches you chess step by step. It also has Power Chess where you compete against the King. If he's winning, he gets tricky. If he's losing, he panics and takes crazy chances. He remembers your tactics and never falls for the same thing twice. And Extreme Chess analyzes your games, helping you to study and learn from your past games against the computer. **IBM Requires:** Pen 166, 16mbRAM, SVGA. **IBM - \$40.00**

COMPLETE SPACE & ASTRONOMY

Includes five titles: *Journey to the Planets*, over 800 images and illustrations, video etc. of exploration of our solar system. *The Grand Canyon*, a great screen saver. *History of the Universe*, with 50 animations and 70,000 words of text, questions and answers. *Amazing Universe III*, 50 images taken by spacecraft and observatories. **IBM Requires:** Windows '95, 32mbRAM, 2xpcD-ROM. **IBM - \$85.00**

CONSPIRACY

You play Captain Maksim Rukov who has been mysteriously transferred to Department 386/33. **IBM - \$16.00**

CRICKET WORLD CUP

Play at the real world cup grounds. Full squad lists from all 12 World Cup nations. Unlimited 3D TV-style perspectives. With ball physics, choice of action, simulation and captain's real time, over 600 motion captured moves, no hard edged polygons. Super Six Series or One Day events, etc. **IBM Requires:** Windows '95, Pen 166, 32mbRAM, 4xpcD-ROM, 4mbSVGA. **IBM - \$50.00**

FIFA '99

World soccer game, featuring the ability to play as or against 250 club teams from 12 leagues including USA, Spain, France, UK, etc. create a custom 2-2-4 team Cup or dribbling and shooting: new challenges, new graphics. **IBM Requires:** Windows '95, Pen 133, 16mbRAM, 4xpcD-ROM, SVGA. **IBM - \$75.00**

FLIGHT III Unlimited

The risks and rewards of real flights. With realistic weather, downfalls, turbulence, crowded air corridors, air traffic control, complete interactive reconstruction of over 60 real airports. 10 blueprint-quality aircraft, fly over thousands of miles of terrain spanning the entire western USA; create your own cities and airports. **IBM Requires:** Windows '95, Pen 233, 32mbRAM, 4xpcD-ROM. **IBM - \$75.00**

FLY!

The ultimate flight simulator for beginners to experts. Features audible air traffic control so you can interact with the tower for approach and departure, beginners can get a quick-start, the world is yours to fly, cross country to cross continent. Fly by day or by night, in real-time, or accelerated time. **IBM Requires:** Windows '95, Pen 200, 4xpcD-ROM, 32mbRAM, 800x600 16mbSVGA. **IBM - \$80.00**

GRAND THEFT AUTO + MISSION PACK

Contains the Grand Theft Auto game plus Mission Pack 1, which adds Lond 1969. The game is presented as a top-down racing car game where you race at blackneck races, hunt killers and the police. Open ended mission structures, no limitations. London 1969 adds 32 new missions and 30 new vehicles. **IBM Requires:** 486/100, 16mbRAM, 1mbSVGA. **IBM - \$60.00**

GRAND PRIZ LEGENDS

Revisit the circuits of 1967, racing's most glorious era, featuring chivalrous drivers and their powerful yet graceful cars. Each car responds with unrivaled accuracy and precision, based on the most sophisticated vehicle dynamics model ever developed for a racing simulation. With 11 racing circuits, 5 classic cars. **IBM Requires:** Pen 166, Windows '95, 32mbRAM, 2xpcD-ROM, 2mbSVGA. **IBM - \$60.00**

GRUNTZ

Gruntz delivers grub of poney fun with off-the-wall humor - you can't keep a straight face as you interact with these comical creatures, variety with over 60 wacky toad and puzzles, save gruntz. Even has a gruntz version of Fortz, where you have to navigate your gruntz into the opponent's fort before they reach you. **IBM Requires:** Pen 133, 32mbRAM, 2mbSVGA, 4xpcD-ROM, Windows '95. **IBM - \$50.00**

HOYLE BATTLES SHIPS & WAR

Features two games, *Battleships*, which is basically the classic *Battleships* game where two players sit on either side of a shielded game board, calling out squares on their opponent's board, trying to find and sink his ships. Of course, this game is automated. And the second game, *War*, is the classic card game War, also automated. **IBM Requires:** Windows '95, 486/66, 2xpcD-ROM. **IBM - \$50.00**

HOYLE BOARD GAMES

Has fourteen popular board games that you know and love. They are *Battleships*, *Mancala*, *Reversi*, *Backgammon*, *Chess*, *Connect Four*, *Dominoes*, *Snakes & Ladders*, *Checkers*, *Placer Race*, *Pachisi*, *Yacht*, *Chinese Checkers*, *Zen Bones*, and three bonus card games. Play solo, with friends on one computer, or on the Internet. Change backgrounds and music to suit you. You control your animals. **IBM Requires:** 486/66, 8mbRAM, SVGA, 2xpcD-ROM, Windows '95. **IBM - \$40.00**

International Cricket Captain 2

Captain any team in the World Cup. Captain England or go on tour to play against local sides and Test teams around the world. Hire staff, sign players, choose your team, decide match tactics. Play ball-by-ball or over-by-over. 1990 statistics of almost every player in the First Class Game. **IBM Requires:** P75, 16mbRAM, SVGA. **IBM - \$75.00**

LEISURE SUIT LARRY'S CASINO

Play five great Vegas-style games against the computer and a host of zany, animated characters from Larry's past lives. Games included are Blackjack, Roulette, Craps, Poker, Slots, and 3 bonus games. **IBM Requires:** Pen 90, 16mbRAM. **IBM - \$20.00**

LucasArts Collectors Series Classic Adventures

Includes two classics, *Day of the Tentacle*, Sam & Max Hit the Road. **IBM Requires:** 486/DX2, 2xpcD-ROM, 4mbRAM. **IBM - \$27.00**

KINGPIN Life of Crime

An angry violent game that comes with a low-level violence option if required. Built upon the Quake II engine, you recruit a gang of thugs and rule the streets. Your gang will follow you on a big job, back you up in a fight, etc. As you move up in the crime world, you will eventually go head to head against Kingpin and his gang. You can talk, cash, you can even kill enemies with a single head shot. **IBM Requires:** Win '95, Pen 133, 4mbRAM, 4xpcD-ROM, 1mbSVGA. **IBM - \$90.00**

MANIC KARTS

Race around various cities around the world in a flimsy racing kart, at speeds of 120mph, with only a crash helmet for protection. With great graphics and sound. **Requires:** 486/66, 8mbRAM. **IBM - \$16.00**

MEGAPAK 8

Includes 10 complete games on 11 CD-ROMs. Master of Orion II, Sincity 2000, Screamer 2, Mechwarrior 2, Jack Nicklaus 4, Broken Sword, Jagged Alliance, Really Good Game, IMIA2 Abrams, Atari 2600 Action Pack and Return to Zork. **IBM Requires:** SVGA, 16mbRAM, 4xpcD-ROM. **IBM - \$99.00**

MONKEY ISLAND MADNESS

In the tradition of the Lucas Arts humor and classic graphics adventures, the Monkey Island series is brought together for the first time to create a truly unique collectors pack. This exciting pack contains The Secret of Monkey Island, Monkey Island II, and Rime of the Monkey Island III. **IBM Requires:** Win '95, Pentium 90, 16mbRAM, 4xpcD-ROM, SVGA. **IBM - \$30.00**

MONOPOLY

Watch the famous game come to life with superb 3D animations. With great soundtracks, over 800 high-res animations: watch as tokens slip, race and gallop around the board. Play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. **IBM Requires:** 486/33+, 8mbRAM, Windows '95. **Playstation - \$90.00** **IBM - \$50.00**

MONTY PYTHON'S The Meaning of Life

Based on the film, but really something completely similar yet entirely different. Experience a heart-warming moral of life, the joy of growing up, and the giddy absurdity of getting old and dying. Unravel the mystery of human existence. The game is weird and wacky. **IBM Requires:** Pentium 90, 16mbRAM, 4xpcD-ROM, 1mbSVGA, Windows '95, hard disk. **IBM - \$50.00**

NBA LIVE '99

NBA Live comes to life. Fresh new moves including jab steps, fake passes, high-flying dunkers, real NBA stats, real NBA players, real NBA moves. Players evolve over time. Unreal 3D graphics with real-time lighting and hundreds of animations. Better AI support, more realistic player reactions, facial animations and player chatter, etc. **IBM Requires:** Pen 166, Windows '95, 32mbRAM, 4xpcD-ROM, SVGA, IBM - \$75.00

NEED FOR SPEED HIGH STAKES

Race on both sides of the law with Hot Pursuit Mode and Face the Consequences. Download free cars from the website, race on 18 real world tracks, play 3D support, 21 licensed cars to drive. **IBM Requires:** Pen 166, Windows '95, 16mbRAM, 4xpcD-ROM, 1mbSVGA. **IBM - \$50.00**

NHL '99

The most realistic hockey game ever made. With bigger bodychecks, harder shots, new shooting meter, improved AI gives smarter goals and players, new beginner level seasons, international play, head-to-head modems & LAN competition, etc. **Requires:** Win '95, Pentium 166, 4xpcD-ROM, 16mbRAM, hard disk. **IBM - \$50.00**

POLICE QUEST SWAT 2

Keep the peace. Build the ultimate SWAT team or the deadliest terrorist organization, marksmanship training, then strap on the Kevlar for real. Adversaries pursue their missions, (even create your own), K-9 units, explosive experts, snipers, helicopters, support vehicles, heaps of weapons, supports multiplayer. **IBM Requires:** Pentium 133, 32mbRAM, 4xpcD-ROM, SVGA, hard disk, Win '95. **IBM - \$30.00**

RAILROAD TYCOON Deluxe

Another regional classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. **IBM Requires:** 486+, CD-ROM, 4mbRAM. **IBM - \$22.00**

RAILROAD TYCOON II

Completely re-done with stunning 3D graphics. From the year 1804 to 2000. This is a real railroad game, not just a strategy game that happens to involve railroads. Everything is authentic, from the period video and pictures interlaced within the game to the design and interface. AI opponents are based on real people, and the maps are great. Intriguing trains, loads of weapons, supports multiplayer. **IBM Requires:** Pentium 133, 32mbRAM, 4xpcD-ROM, SVGA, hard disk, Win '95. **IBM - \$30.00**

The Second Century Expansion Pack. In the passage from 1939 - 1950, stop along the way to do your part for the war, deliver troops and supplies, rebuild the shattered system after its destruction in the Blitz, protect Mother Russia from advancing Germans. Also the future rail system, 2000 - 2030. **IBM - \$40.00**

Roller Coaster Tycoon

Build the biggest, best, scariest and most thrilling rides ever seen in any theme park. Design, set prices, increase revenue, monitor your customers' needs. Invest in food and drink stalls, hire entertainers, carry out over 20 mission-based scenarios. **IBM Requires:** Pen 90, Windows '95, 16mbRAM, 4xpcD-ROM, 1mbSVGA. **IBM - \$30.00**

Tom Clancy's ruffness.com

This is a simulation of run-based strategy game that lets you build a corporation atop the bodies of your competitors. Use drugs, lackers or the occasional lawyer to get what you want, the way you want it. You don't need ethics, just greed and a few wicked instincts. Incredible multiplayer component. With campaign, scenario or multiplayer play. Deviously dark artwork of over 100 characters. **IBM Requires:** Windows '95, Pen 120, 16mbRAM, 4xpcD-ROM. **IBM - \$40.00**

SENSIBLE GOLF

Classic reprint. A game with gorgeous setting courses that follow the flight of the skill levels, great sound. **IBM Requires:** 486/33, 8mbRAM. **IBM - \$16.00**

SIERRA'S QUEST Series Volume One

Contains four classic games from Sierra, *Quest VII*, *Police Quest: SWAT*, *Quest 6: Roger Wilco*, *Quest for Glory: Shadows of Darkness*. **486/66, IBM - \$80.00**

SIMCITY 2000 CD Collection

This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. **Requires:** IBM 386 or better, 4 meg RAM, VGA, CD-ROM. **IBM - \$30.00**

SIMCITY 3000 Australian Limited Edition

You're in charge of creating an entire city from the ground-up, and the sky is the limit. But your power does not stop at construction. You'll manage everything from budgets to bulldozers, taxes to tornadoes. Trade resources with neighbouring cities or swindle them mercilessly. Import your favourite Simcity 2000 cities. You can completely design your own buildings. New close-up zoom levels put your measure of Sydney, such as the Sydney Opera House. **IBM Requires:** Pen 166, 32mbRAM, 4xpcD-ROM, 2mbSVGA. **IBM - \$90.00**

Sierra 3000 Prime's Official Strategy Guide

A giant book is heading towards South Park and it's up to you to save the. This is a first person adventure, a little like Quake, except with South Park style graphics. With a

cow-launched, authentic voices, play as any South Park character (see pen 166, etc. **IBM Requires:** Pen 126, 32mbRAM, 4xpcD-ROM, Win '95. **IBM - \$90.00**

SOUTH PARK Screen Saver

Features South Park animated screen savers, a daily rotating screen saver that shows the characters, wallpapers, sound files, icons, etc. **Pen 90, IBM - \$45.00**

STARSHOT Space Circus Fever

A totally wacky humorus adventure as you ride along with Starshot the star pugler of the Space Circus. Your courage and skill will be tested as you travel through the diabolical director. This 3D animated adventure includes over 1000 pieces of movement inside a world of sunbaths 3D graphics. Starshot will walk, run, talk, swim, fly, jump, all while juggling stars. Over 300 characters, many very weird. **IBM Requires:** Pen 200 or Pen 133+ iDx, 32mbRAM, 4xpcD-ROM, Win '95. **IBM - \$75.00**

STAR WARS Episode I Insider's Guide

From in-depth character profiles to cinematic secrets, with exclusive interviews with George Lucas, 2,000+ images, theatrical trailers, selected film footage, over 300 pieces of original art, including rotating 3D models of major characters, the cast, hundreds of trivia questions, etc. **IBM Requires:** Pen 133, 16mbRAM. **IBM - \$50.00**

STAR WARS MONOPOLY

The classic Monopoly game but set in the Star Wars universe. You can play any of the major characters, who move about the board in full motion, all with dialogue, over 150 film clips, great new 3D board and graphics, and up to six human players can play. **IBM Requires:** Pentium 90, Win '95, 16mbRAM, 4xpcD-ROM. **IBM - \$80.00**

STREET WARS Constructor Underworld

A mafia real-time strategy game. A step-by-step tutorial makes everything from building a business to walloping an opposing boss as easy as 'A.B.C.' Five completely different cities each with multiple missions and sub-plots. More than 40 unique and upgradeable building types such as saloons, nightclubs, brothels. Using your multi-colour collection of gangsters, fixers, thugs, underbosses and retainers, you need to work out of building after building until you have a cut of every illegal operation in the city. **IBM Requires:** Pen 166, Windows '95, 16mbRAM, 2mbGraphics Card, 4xpcD-ROM. **IBM - \$90.00**

TILT

The finest pinball simulation ever, now back as a classic edition. With six original tables, correct ball physics, special bonus side games, animated lock sequences. **IBM Requires:** 486/33, 8mbRAM. **IBM - \$16.00**

TRANSPORT TYCOON

Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Also the world editor that lets you build new worlds from scratch, including an alternate Marian landscape! **IBM Requires:** 386+, SVGA, 2xpcD-ROM, 4mbRAM, hard disk. **IBM - \$20.00**

THE CD-ROM GAME OF LIFE

The classic family board game comes to the PC. The aim of the game is of course, to make more money than you ever dreamed possible. To achieve this you must travel the road of life with multiple critical decisions to outwit and out-wealth your competitors. College or career? Get married, start a family, buy a house, etc. With hundreds of dynamic animations. **IBM Requires:** Windows '95, Pen 90, 16mbRAM, 4xpcD-ROM, SVGA. **IBM - \$50.00**

THE CURSE OF MONKEY ISLAND

Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes. Incredible high-res 640x480 graphics, 30 plus hours of gameplay. **IBM Requires:** Pentium 90, Win '95, 16mbRAM, 4xpcD-ROM, SVGA. **IBM - \$90.00**

THE LUCAS ARTS ARCHIVES Vol I

Four complete games and a screen saver, *Indiana Jones and the Fate of Atlantis*, where Indiana Jones stops the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section. *Day of the Tentacle*, a brilliant comic spoof, and a Star Wars screen saver. **IBM Requires:** 386/33, CD-ROM, 4mbRAM, VGA. **IBM - \$60.00**

THE LUCAS ARTS ARCHIVES Vol III

Six complete games: *Star Wars Dark Forces I*, *Monkey Island Madness I and II*, *The 7th ID*, *Full Throttle*, *Afterlife*, and a CD of demos. **IBM Requires:** 486/66, CD-ROM, 8mbRAM, SVGA. **IBM - \$80.00**

TIGER WOODS '99 PGA TOUR GOLF

Golf, Tiger Woods style. Be him or beat him. 18 holes in under 30 minutes. Unparalleled real-time 3D acceleration keeps you playing, not waiting. Features eye-popping 3D golf, full-screen full-motion 3D ball can and rich 3D graphics. Create a custom player profile that reflects your real abilities and play a round in a world class course. An analog swing based on rhythm and timing. Tiger gives you exclusive tips to improve your game in the game and for real. **IBM Requires:** Win '95, Pentium 133, 32mbRAM, hard disk, 4xpcD-ROM, SVGA. **IBM - \$40.00**

Trivial Pursuit

The latest and most addictive version of the world's favorite game. With over 1,000 questions, each accompanied by a high-quality video clip in full color, unique soundtracks, superb in-game animations, and two game modes - the boardgame or a fast play version with bonuses you wish questions. **IBM Requires:** 486/33, 8mbRAM, Windows, VGA. **IBM - \$30.00**

EA Sports Triple Play 2000

This is power baseball. Features enhanced gameplay control including new mouse control. Single game, home run club, season and playoff game mode. More camera angles, all Major League Baseball teams, stadiums and uniforms, 1999 team schedules and rosters. **IBM Requires:** Pen 166, 16mbRAM, Windows '95. **IBM - \$50.00**

EA The FA Premier League Stars

The star of the world and the world's most exciting soccer league - the real FA Premier League stars and kits, all the real FA Premier League managers, and all of the stars. All the power is in your hands with the brand new *Star Wars*. Win games, earn stars and improve your players in ten important ways. Includes tips on passing, shooting and tackling. **IBM Requires:** Pen 166, 32mbRAM, VGA. **IBM - \$50.00**

ULTIMATE SIM PACK

Contains Sim City 2000, Sim Earth and Sim Farm. **Requires:** 486, SVGA, 8mbRAM, 2xpcD-ROM. **IBM - \$75.00**

WCW NITRO

World Championship Wrestling. Take on the superstars of WCW and the NWO. Fight in arenas from WCW's biggest events, plus tons of hidden arenas. "Movie" characters, and breaking out of the ring. Over 60 WCW and NWO professional wrestlers. **IBM Requires:** Windows '95, Pen 166, 16mbRAM, SVGA. **IBM - \$75.00**

WORMS

Contains the original Worms. Up to 16 can play on the one computer. **IBM Requires:** 386/33, 2xpcD-ROM, 4mbRAM. **IBM - \$22.50**

THE FULL WORMAGE - Collection

Includes Worms and Reinforcements, Worms 2, and Worms Pinball. **Microprose IBM - \$75.00**

WORMS Armageddon

The best Worms game ever. Deploy over 60 different weapons and attack play with 18 new comedy sound sets, new utility strategies, get on the redesigned wormnet for internet play, the single player game has a 30-stage mission game play, single player deathmatch mode. **IBM Requires:** Windows '95, Pen 100, 32mbRAM, 4xpcD-ROM, 2mbSVGA, 16-bit soundcard. **IBM - \$80.00**

Faulty Programs

If you have received a faulty disk or CD for any reason, we will send it back to us. First, please ring us and we will tell you what you must do to get it back. If you give us the address of the company who distributes the game in Australia and if either of us (especially us) will tell you what you must do to get it back. We will return it to the Australian distributor on your behalf. When they send us the replacement, we'll get it straight back to you.

Military Simulations

P.O. BOX 1164, MOORABBIN, VIC, 3189, AUSTRALIA
Phone (03) 9555 8886 from 8.00am - 4.30pm Fax (03) 9553 3339
Email Address: sales@milsims.com.au Web Site: www.milsims.com.au

MAIL ORDER FORM

To place an order, if possible, please fax this order form to us quoting your Mastercard, VISA or Bankcard. Our second preference is for you to Email us your order with your credit card details, or to ring us with your order and give your card details over the phone. Otherwise, please post your order to us quoting your card details, or, our last preference is for you to post your order to us with a cheque or money order. Do *not* send any cash through the mail.

When ordering, carefully print your first and second choices (in case your first choices are sold out) in the spaces provided. Items that are momentarily out of stock will be back-ordered (unless you specify otherwise), except in the case of items with a retail value of less than \$5.00. In some cases a restock can take several months, if waiting for a product to be reprinted overseas. Back-orders can be cancelled and money refunded on request. Items on backorder purchased with credit cards will not be charged until the stock is actually sent. We will replace goods lost in transit if they are insured. The optional insurance cost is \$3.50 for purchases of \$100.00 or less, with an additional \$1.00 required for each further \$100.00 or part thereof. Magazine and new product subscriptions already include the cost of the postage. A new order form will be included with your order.

[illegible]

COMPUTER ORDERS ONLY		SUB TOTAL:	
TYPE:	MEMORY:	Freight & Handling:	\$4.00
OFFICE USE ONLY		Overseas Surface Mail:	+\$5.00
Received on:		Registered Post:	+\$1.00
Sent By:		Insurance (See above)	+\$3.50
Backorder Sent:		Ansett Express Or Express Post+\$5.00 p/\$120*	
All Payments to be made to Military Simulations		(+\$5.00 per \$120 of order. Cannot be delivered to PO Boxes.)	
* Ansett orders to capital cities will be delivered on the next working day. Delivery to country locations usually takes two		Less Credit Notes (please attach to order)	
		TOTAL:	

working days. Delivery to country locations is by air on working days. Please give us your week-day address during business hours. Note that Ansett cannot deliver to PO Boxes or mail services etc. (We also do not offer Ansett to overseas orders.) All other orders will continue to be sent via our usual prompt courier or postal service.

Cheque/Money Order:	Name
Bankcard/Mastercard/VISA:	Street
.....	Suburb/Town
Expiry Date	State Postcode
Signature	Telephone
Please include area code.	

Magazine Subscriptions

CITADEL JOURNAL

Another quality production by Games Workshop, a half A4 sized magazine with heaps of articles on all of their games, including House Rules, scenarios, news, reviews, special characters, etc.

\$15.00 for 1 issues	<input type="checkbox"/>
\$43.00 for 3 issues	<input type="checkbox"/>
\$80.00 for 6 issues	<input type="checkbox"/>

COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from ancient to modern day. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. "Normal" issues normally contain one full color mapsheet and around 240 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

\$50.00 for 2 issues	<input type="checkbox"/>
\$135.00 for 6 issues	<input type="checkbox"/>
\$240.00 for 12 issues	<input type="checkbox"/>

CRITICAL HIT MAGAZINE

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. This magazine contains ASL scenarios plus heaps of articles covering all aspects of ASL.

\$50.00 for 2 issues	<input type="checkbox"/>
\$90.00 for 4 issues	<input type="checkbox"/>

DORK TOWER MAGAZINE/COMIC STRIP

Welcome to Dork Tower. Follow Matt, Igor, Ken and Carson the Muskra as these geeks play roleplaying games together, and then try to fit into the real world. We have issues 1 and 2 in stock now. \$5.00 each.

\$35.00 for 6 issues	<input type="checkbox"/>
\$63.00 for 12 issues	<input type="checkbox"/>

DRAGON MAGAZINE

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$27.00 for 3 issue	<input type="checkbox"/>
\$51.00 for 6 issues	<input type="checkbox"/>
\$97.00 for 12 issues	<input type="checkbox"/>

DUNGEON

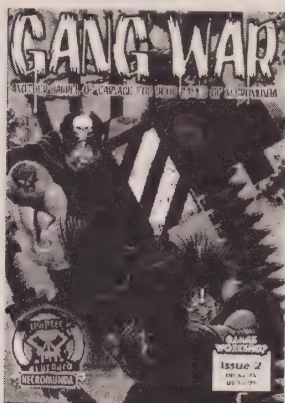
TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Publication regularity is excellent.

\$27.00 for 3 issues	<input type="checkbox"/>
\$48.00 for 6 issues	<input type="checkbox"/>
\$86.00 for 12 issues	<input type="checkbox"/>

GANG WAR (Necromunda)

A new magazine by Games Workshop, devoted entirely to Necromunda. Each issue contains all kinds of new rules, scenarios, terrain making tips, etc. Some of the articles have appeared in the Citadel Journal.

\$39.00 for 4 issues	<input type="checkbox"/>
\$70.00 for 8 issues	<input type="checkbox"/>



INFERNO MAGAZINE

At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc. worlds. We have in stock issues 2, 3, 5.

\$10.00 for 1 issues	<input type="checkbox"/>
\$57.00 for 6 issues	<input type="checkbox"/>
\$108.00 for 12 issues	<input type="checkbox"/>

INQUISITOR MAGAZINE

Inquisitor Magazine is made by Armorcast in the USA, and is a dedicated to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue #15 - still available), and also has data sheets for all manners of 40K titans and vehicles, including modified tanks!

\$22.00 for 3 issues	<input type="checkbox"/>
\$40.00 for 6 issues	<input type="checkbox"/>

KNIGHTS OF THE DINNER TABLE

The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like.

\$35.00 for 6 issues	<input type="checkbox"/>
\$63.00 for 12 issues	<input type="checkbox"/>

We also have a number of other Knights of the Dinner Table publications:

Bundles of Trouble Vol 2 Compiles KOTDT Issues 4 - 6	\$18.00
Bundles of Trouble Vol 3 Compiles KOTDT Issues 7 - 9	\$18.00

RIFTER MAGAZINE

By Palladium Books, this is up to 120 pages in length, and contains fiction, adventures, creatures, weapons, and so on, for all of Palladium's games, including Rifts, Palladium Fantasy, Heroes Unlimited, etc.

\$45.00 for 3 issues	<input type="checkbox"/>
\$81.00 for 6 issues	<input type="checkbox"/>

SCRYE: Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

\$24.00 for 3 issues	<input type="checkbox"/>
\$43.00 for 6 issues	<input type="checkbox"/>
\$77.00 for 12 issues	<input type="checkbox"/>

STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as an indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

\$33.00 for 1 issue	<input type="checkbox"/>
\$94.00 for 3 issues	<input type="checkbox"/>
\$178.00 for 6 issues	<input type="checkbox"/>
\$316.00 for 12 issues	<input type="checkbox"/>

TOP DECK

Wizards of the Coast are no longer publishing Duelist, but to my knowledge, it will continue as a website publication. But to all intents and purposes, they have replaced it with their new publication, Top Deck. This issue focuses on the ins and outs of the collector's market, from getting the best deal for your cards to anticipating demand. Plus, columns such as "Deck Deconstruction," "Deck Clinic," and "Magic: The Puzzling," as well as free cards on the odd occasion. No other magazine guarantees more than 20 pages of in-depth Magic: The Gathering coverage in every issue. Nor can any other magazine guarantee editorial support for every Wizard of the Coast trading card game.

\$60.00 for 6 issues	<input type="checkbox"/>
\$100.00 for 12 issues	<input type="checkbox"/>

WARHAMMER MONTHLY

Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue #4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

\$5.00 for 1 issues	<input type="checkbox"/>
\$27.00 for 6 issues	<input type="checkbox"/>
\$50.00 for 12 issues	<input type="checkbox"/>

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quality glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

\$8.00 for 1 issue	<input type="checkbox"/>
\$24.00 for 3 issues	<input type="checkbox"/>
\$40.00 for 6 issues	<input type="checkbox"/>
\$80.00 for 12 issues	<input type="checkbox"/>

New Product Subscriptions

NEW AD&D ITEMS

Military Simulations is now offering AD&D new products on subscriptions, which we will send to you as soon as they are

released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Novel Subscriptions).

Below are charged to your credit card

AD&D Core Rules - 6 items	<input type="checkbox"/> 10% disc
AD&D Core Rules - 12 items	<input type="checkbox"/> 10% disc
Forgotten Realms - 6 items	<input type="checkbox"/> 10% disc
Forgotten Realms - 12 items	<input type="checkbox"/> 10% disc
Ravenloft - 3 items	<input type="checkbox"/> 10% disc
Ravenloft - 6 items	<input type="checkbox"/> 10% disc

NEW AD&D NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

\$54.00 for 6 Forgotten Realms novels	<input type="checkbox"/>
\$91.00 for 12 Forgotten Realms novels	<input type="checkbox"/>
\$28.00 for 3 Dragonlance novels	<input type="checkbox"/>
\$54.00 for 6 Dragonlance novels	<input type="checkbox"/>

ALTERNITY NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new Altermity novel that TSR releases. They normally release around 3 - 6 new novels a year. I read the first Altermity novel, with over 370 pages, in three days. It was a great read. I recommend it.

\$30.00 for 3 novels	<input type="checkbox"/>
\$54.00 for 6 novels	<input type="checkbox"/>

NEW ALTERNITY

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Altermity products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items	<input type="checkbox"/> 10% disc
Credit Card for 6 items	<input type="checkbox"/> 10% disc

NEW BATTLETECH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new BattleTech & Mechwarrior products (not novels) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items	<input type="checkbox"/> 10% disc
Credit Card for 12 items	<input type="checkbox"/> 10% disc

BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

\$30.00 for 3 novels	<input type="checkbox"/>
\$54.00 for 6 novels	<input type="checkbox"/>

NEW LEGEND OF THE FIVE RINGS RPG ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Legend of the Five Rings RPG products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items	<input type="checkbox"/> 10% disc
Credit Card for 6 items	<input type="checkbox"/> 10% disc

NEW RIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new RIFTS products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. Rifter not included.

Credit Card for 3 items	<input type="checkbox"/> 10% disc
Credit Card for 6 items	<input type="checkbox"/> 10% disc

NEW VAMPIRE ITEMS

Only available to customers with credit cards. If you subscribe to this offer, we will automatically send you one each of all new Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items	<input type="checkbox"/> 10% disc
Credit Card for 12 items	<input type="checkbox"/> 10% disc

NEW VAMPIRE CLAN NOVELS

Only available to customers with credit cards. If you subscribe to this offer, we will automatically send you one each of all new Vampire Clan Novels as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items	<input type="checkbox"/> 10% disc
Credit Card for 12 items	<input type="checkbox"/> 10% disc

Note

When ordering a subscription to new items, such as New BattleTech items, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

Trading Card Games

WotC Magic the Gathering: Unglued Expansion
A weird and wacky release for Magic: the Gathering. All of the cards are broken or bizarre, and all banned from tournament use. But if you want your social games to become "unglued" then please, use these cards! But definitely not recommended for rules lawyers or power gamers, and you need a sense of humor. Has 48 packs of 10 cards.
Magic Unglued Booster Pack 10 cards Crazy \$2.25 Was \$3.50
Magic Unglued Display 48 packs Crazy \$97.00 Was \$150



Card from Magic Unglued

WIZ Magic the Gathering ANTHOLOGIES

Crazy Special \$30.00 Originally \$43.00
A limited edition two-preconstructed Starter-Deck anthology. The two decks give you the combined might of two armies assembled from across Dominia's history. With spells and creatures gathered from every Magic the Gathering expansion and edition, from Alpha Edition to Urza's Saga. The two preconstructed decks have 60 white bordered cards and 5 token cards in each. There is also a 64 page booklet covering the games history and strategies. The sturdy card box can also hold 350 cards in sleeves, or 5 starter decks. Limited stocks.

FRP Time of the Void Starters (Legend of 5 Rings)

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil, the Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. *Our stocks are strictly limited.*
Phoenix Clan Stronghold Deck One Clan will fall... One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen.
Crab Clan Stronghold Deck One Clan will be redeemed... The mighty Crab Clan prepares to assault the Imperial Palace lead by Yakamo, the hero with a jade hand. **Crazy \$11.00 Normally \$18.00**
Time of Void Starter Disp 720 cards **Crazy \$118 Normally \$194.00**

USP X-FILES Trading Card Game

Features photos taken directly from the award-winning TV show featuring agents Fox Mulder and Dana Scully. The cards are designed to look like reports and files from the desks of the FBI and should appeal to both games and non-gamers alike. Covers the first season and the encounters they had that year, from weird critters to government plots and cover-ups. Your resources are a team of FBI Special Agents, investigative equipment, witnesses, etc. The challenge is to overcome conspiracies and government cover ups as well as paranormal phenomena and supernatural activities.
X-FILES Starter Deck 60 cards & rules Crazy \$2.50 Was \$15.00
X-FILES Starter Display 720 cards Crazy \$25 Was \$172
X-FILES Booster Pack 15 cards Crazy \$1.00 Was \$4.00
X-FILES Starter Display 720 cards Crazy \$25 Was \$129

Various Trading Card Game Grab Packs

A single Grab Pack will consist of 1 Starter Deck and 5 Booster Packs from the one Trading Card game or system, eg. all from Doomtrooper, all from Legend of Burning Sands. If you order three Grab Packs, we will supply you three different systems: if five Grab Packs, then five different systems.
1 x Single Trading Card Grab Pack 1 Deck & 5 Packs \$5.00
2 x Single Trading Card Grab Packs 2 Decks & 10 Packs \$9.00
3 x Single Trading Card Grab Packs 3 Decks & 15 Packs \$12.00
4 x Single Trading Card Grab Packs 4 Decks & 20 Packs \$14.00
5 x Single Trading Card Grab Packs 5 Decks & 25 Packs \$15.00
Each Grab Pack will be randomly chosen from one system, taken from the following: Scorpion Clan Coup Hidden Emperor, Legend of Burning Sands, Deadlands Downtown Rage Snake Eyes, Doomtrooper, Rage Original, Babylon 5 (Great War & 1st Ed Boosters), Wyvern. Note: the first few orders for 3 or more packs, will receive a free Ultimate Combat Starter & Booster, while stocks last.

Wargames

MB SAMURAI SWORDS

Crazy Special \$50.00 Normally \$70.00
Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warriors prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninja, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screen, simple to follow rules, plastic swords, 72 domain cards, etc. Note special price.

GMT SARATOGA

Crazy Special \$12.00 Normally \$65.00
Ooops, we accidentally got some more! So here it is again, but even cheaper this time! It is 1777 and the British under General Burgoyne march south from Canada to assault the Americans under Arnold. As the British, do you assault the American prepared positions or try to go around their flank? As the Americans, do you sit in your defenses and wait, or sortie out to meet the British in the woods where their artillery cannot help. Features 5 minute set-up, army morale track, rifle armed units, leaders, basic, advanced, and optional rules. 88 counters, beautiful 22x34" map.

SJG INWO Sub Genius

Crazy Special \$22.50 Normally \$32.50
This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of *Illuminati*, *New World Order* CCG. All the cards in this game can, however be used with INWO CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You complete against other factions for supremacy.

SJG KNIGHTMARE CHESS # 1

Crazy Special \$20.00 Normally \$30.00
An extremely popular accessory for the game of chess. This box contains 80 dark and beautiful cards, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example.

SJG KNIGHTMARE CHESS # 2

Crazy Special \$20.00 Normally \$30.00
Here are 80 more cards to wake up your chess game - 78 brand new cards. You don't need KCM1 to use this one. Complete rules are included to use these new cards.

Role Playing Games

LUG Star Trek Next Generation RPG

Crazy Special \$95.00 Normally \$164.00
For this special we offer the Star Trek Next Generation Roleplaying game, plus three supplements for it. Also individually available as follows:
Star Trek Next Generation RPG Crazy \$45.00 Normally \$65.00
A beautifully presented hardcover, full color book with 310 pages. Features the 'Icon System' - fast and cinematic game rules that allow you to create new scenarios based on real episodes or ones you create yourself. Has an introductory adventure called 'Shakedown Cruise' in which you go up against the Romulans. Has a comprehensive look at the history and continuing mission of the United Federation of Planets, covering Starfleet, ships, etc. Also covers some alien races, ships, and creatures.
The Price of Freedom Crazy \$29.00 Normally \$45.00
Hardcover sourcebook of the United Federation of Planets. Gives the history of the UFP, politics, the founding worlds: detailed examination of Starfleet, its operations and branches; 14 new space ships; the UFP Merchant Marine; guidelines for playing non-Starfleet personnel; technology, colonies, etc.

The First Line Crazy \$18.00 Normally \$27.00
Starfleet Intelligence Handbook. Focuses on the shadowy world of espionage in the 24th century. With character generation for Starfleet intelligence operatives; details on rival agencies such as the Tal Shiar and Obsidian Orders; new SI technology.
A Fragile Peace: Neutral Zone Crazy \$15.00 Normally \$27.00
The Neutral Zone Campaign, Vol 1. With source material on the Neutral Zone including planets, outposts, characters and politics. A glimpse into the Romulan secret intelligence bureau: four complete adventures beginning a year long campaign, including finding a Romulan Warbird with the bodies of its crew littering the floor...

AEG Legend of the Five Rings Special

Crazy Special \$115.00 Worth \$187.50
Here are some of the latest Legend of the Five Rings releases, on special. Also individually, as follows:
Walking the Way Crazy \$25.00 Normally \$37.00
The Lost Spells of Rokugan. Learn what magic the spell weavers of Rokugan possess. From the simplest modifications to chants capable of destroying cities, the power of the shugenja are laid forth before you. Has 50 new spells, each with a complete adventure to use them in.
Way of the Shadow Crazy \$27.00 Normally \$40.00
The history of the Ninja. Meet the Goju, minions of the Darkness, and discover those who have sacrificed their identities and souls for power. Delve into the history of Isawa Ujina, destined to become the Nameless One. Learn how the ninja initiate their members, the hidden connection between the Darkness and the Scorpion Shadow.
Way of the Phoenix Crazy \$18.00 Normally \$27.50
Guided by prophecy and ruled by an enigmatic Council of Five, this clan wields magic that defies comprehension. In a land of discord, they are a force of peace. With their history, character creation, secrets, spells, & the Ronin Isawa.
Bearer of Jade Crazy \$30.00 Normally \$46.00
The *Secret Book of the Shadowlands*. Everything you need to sustain a Shadowlands campaign, including new rules to help your samurai war against the armies of the Fallen One; also life and death at the Kaiu Wall; how to run a horror campaign; learn the history and power of 15 vorduous items lost or tainted by the Shadowlands; 2 dozen new creatures; spells.
Merchants Guide to Rokugan Crazy \$25.00 Normally \$37.00
From the secrets of the Unicorn caravans to the unseen influence of the Yasaki traders. Details on merchant character creation and campaign running, the Crane-Yasaki wars.

CHA Chaosium Roleplaying Games

Crazy Special \$85.00 Worth \$138.50
We present here Chaosium's three most popular roleplaying game rulebooks. Also individually, as follows:
Call of Cthulhu 5th Edition RPG Crazy \$37.00 Normally \$55.50
The Great Old Ones ruled the earth across before the rise of man. Remains of their cyclopean cities can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frozen wastes of the polar extremes. Originally they came to this world from the stars. Now they sleep - some deep within the earth, and others beneath the sea. A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat

for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary.

Pendragon 4th Ed RPG Crazy \$30.00 Normally \$46.00
A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from *Knights Adventurous*. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England.

Elric! RPG Crazy \$25.00 Normally \$37.00
A complete roleplaying game set in the Young Kingdoms. This game replaces *Stormbringer*. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. Reprinted.

GOO Big Eyes, Small Mouth Special

Crazy Special \$34.00 Worth \$56.00

Guardians of Order have released an excellent roleplaying game based on Japanese animation. Here it is plus the first sourcebook:
Big Eyes, Small Mouth RPG Crazy \$18.00 Normally \$26.00
Roleplaying in the anime world. This multi-genre RPG has been inspired by the dynamic characters and stories found in Japanese animation. Comedy or horror, fantasy or science fiction, the game emphasizes roleplaying rather than numbers and charts. Additionally, character creation can take less than ten minutes, and offers characters magic, mechs, pistols, heightened abilities, unique artifacts, etc. With amazing art, easy to follow flow charts, concise tables.
Big Robots, Cool Starships Crazy \$20.00 Normally \$30.00
Contains the necessary mechanics to run a mecha/hobby campaign featuring the exploits of angst-ridden robot pilots, sleek combat borgs, bold starship captains, plus design rules.

TSR AD&D Greyhawk Special

Crazy Special \$79.00 Worth \$128.50

Here are the four most important and popular AD&D Greyhawk sourcebooks, also available individually as follows:
Greyhawk: Adventure Begins Crazy \$24.00 Normally \$37.00
At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabulous city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the Nyr Dyv, and the deadly Bright Desert. A DMs dream, this 128 page guide gives you what you need to start a Greyhawk campaign.
Greyhawk Player's Guide Crazy \$17.00 Normally \$25.50
Enter the Planescape lands - a crowded cluster of kingdoms and states, great and petty, struggling for survival and supremacy against one another and countless foes both internal and external. Learn about the nations and cities of the world of Greyhawk; the leaders and rebels; the mages and creatures that inhabit it.
The Scarlet Brotherhood Crazy \$22.00 Normally \$33.00
The sourcebook on the shadowy villains of the World of Greyhawk, who have emerged from hiding to spread fear and terror throughout Tilverton, Hypocriteland, & Amniod. Includes new character classes for Scarlet Brotherhood monks and assassins, as well as Suel priests.
Against the Giants Crazy \$22.00 Normally \$33.00
Silver Anniversary. Revisit and go beyond the original Gary Gyax adventure. Player characters must storm the steading of a hill giant chief, attack the rift of a frost giant jarl, and invade the hall of a fire giant king. And then go even deeper into giant territory. 18 new encounter sites.

TSR AD&D CD-ROM Products Special

Crazy Special \$145.00 Worth \$210.00

TSR have released two magnificent player-aids on CD-ROM. Here they both are on special, at unheard of prices: *Note, stock will arrive in November.*
AD&D Core Rules CD-ROM 2.0 Crazy \$80.00 Normally \$110.00
The 2nd Edition AD&D rules on CD-ROM. Has complete text of nine key AD&D rulebooks, reference over 2,000 pages of interactive rules. Key generation includes all *Player's Options* rules - create, maintain and print fully detailed characters; Map Maker II and Campaign Mapper let you create and link detailed overland, city or dungeon maps in full color. Dice Roller software automatically rolls and totals all kinds of dice rolls, with modifiers. Game treasures and encounters.
AD&D Core Rules Expansion CD Crazy \$75.00 Normally \$100.00
Contains all nine core rulebooks and eleven AD&D Complete Handbooks. Also in HTML and RFT versions so they are accessible from PCs and Macs. You must own the above to use this product. DMs can build compelling campaigns easier than ever with multiple non-player character creation, 150 character kits, and new building interiors map set. IBM Requires: Pen 75, 16mbRAM.

TSR AD&D Boxed Sets Special

Crazy Special \$125.00 Worth \$206.00

Here are three AD&D popular boxed sets on special:
Night Below Campaign Crazy \$37.00 Normally \$55.00
The Underdark Campaign. The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans.
Birthing Campaign Setting Crazy \$33.00 Normally \$51.00
We have found some of this Campaign Setting, however, we may not be able to obtain any more, so stocks are limited. This is the Legacy of Kings Campaign Setting. Players rule great kingdoms and command awesome magic in a world torn by war and conflict. Along with all the rules needed to play such a character, there are rules for the races and lands, plus a large battlemap of a battlefield and 112 war cards, so that you can resolve full scale battles.
Silver Anniversary Boxed Set Crazy \$65.00 Normally \$99.95
Has copies of the original Silver Anniversary releases, B2, G1, G2, G3, I6 and S2. Also a replica of the original D&D rulebook, a 32 page book of the history of TSR; a recently recovered, never before released original edition module L3 Deep Divarven Delve; and specially created art, suitable for framing. In a slipcase.

TSR AD&D Module Special

Crazy Special \$82.00 Worth \$133.00

Here we offer four popular AD&D supplements, as follows:
Return to the Keep on Border Crazy \$16.00 Normally \$24.00
This re-telling and sequel to the classic adventure written by Gary Gyax is part of the year-long Silver Anniversary celebration. Players and DMs who want to see how their new AD&D characters fare against the original proving ground for AD&D. Includes an updated map and expanded storyline.
Axe of the Dwarvish Lords Crazy \$33.00 Normally \$50.00
Third in the series, following on from *Return to the Tomb of Horrors*. The characters find themselves exploring the depths of an ancient dwarven stronghold in search of the most powerful artifact of the dwarvish clans. Unless the axe can be found, a powerful host of goblins will overrun the Dwarven Clans, who are in chaos.
Skullport Crazy \$23.00 Normally \$35.00
The Port of Shadow, a well kept secret. A mile and a half beneath the orderly streets of Waterdeep squats this wretched, lawless pit of thieves, slaves, etc. Covers all 3 layers, 4 wards and with 100 notable sites.
Wyrmkull Throne Crazy \$16.00 Normally \$24.00
Supports *Sea of Fallen Stars*. Revolves around the ancient artifact, the Wyrmkull Throne, the ruling seat of the Dwarven nation of Shanatar, which has just been found after a 5,000 years absence. Uses all of the underwater adventuring rules, and special powers for the artifact.

WW Vampire: the Masquerade Special

Crazy Special \$48.00 **Worth \$78.00**
Here are three of the more popular recent Vampire supplements:
Children of the Night **Crazy \$19.00** **Normally \$28.00**
Fully details the heavy-hitters of Vampire's World of Darkness—the Lords after Dusk. Includes the justicers and many archons of the Camarilla, as well as key princes, bishops, pack priests, Sabbat cardinals, etc.
Time of Thin Blood **Crazy \$20.00** **Normally \$30.00**
Allows players to portray the hunted child of high-generation vampires. Also offers a glimpse of an event in the unfolding Gethena. With rules for creating 15th generation vampires & their children, a wealth of setting material, and the death of a clan!
Revelations of the Dark Mother **Crazy \$13.00** **Normally \$20.00**
Presented in the same format as *Awake at Night*. Even the children of Caine fear her—Lilith, Mother of the Damned. She is the Dark Queen who will arise and usher in the end of the world. Explore the heretofore ignored legends of Lilith, and learn to the hidden Lilith-cults.

WW Trinity RPG Pack 'A'

Crazy Special \$70.00 **Worth \$165.00**
This special for Trinity roleplaying game, by White Wolf, includes the following titles: The Trinity Roleplaying Game Softcover version, Luna Rising, America Offline, Shattered Europe, Stellar Frontier. For descriptions, please see the Trinity entry in the roleplaying section.

WW Trinity RPG Pack 'B'

Crazy Special \$40.00 **Worth \$95.50**
This special for Trinity roleplaying game, by White Wolf, includes the following titles: The Trinity Roleplaying Game Softcover version, Trinity Technology Manual, Trinity Field Report Extraterrestrial Colonies, Trinity Field Report Alien Races, Trinity Field Report Psi Laws, Trinity Field Report Media. For descriptions, please see the Trinity entry in the roleplaying section.

Novels

WW Vampire Clan Novels

Crazy Special \$100.00 **Normally \$143.00**
If you order this complete special, we will send you all six currently released novels, and backorder the other seven, and post them to you one by one as they are released over the coming year! Individually:

Toreador Clan Novel **Crazy \$7.50** **Normally \$11.00**
The Toreador are dismissed as hedonists, but they are not easily ignored. This story focuses on Victoria Ash, who uses her art museum to take control of Atlanta, while Leopold the sculptor is forced to rediscover his past.

Tzimisce Clan Novel **Crazy \$7.50** **Normally \$11.00**
Introduces the Sabbat side of the conflict through Sascha Vykos, a depraved and incredibly powerful night-produtor. A war along the American East Coast erupts as the Sabbat launches relentless attacks against Camarilla-held cities.

Gangrel Clan Novel **Crazy \$7.50** **Normally \$11.00**
Ramona, a neonate member of Camarilla, must face a terrible power, a force so great that the Gangrel elders believe it is an Antediluvian, one of the most ancient vampires.

Setite Clan Novel **Crazy \$7.50** **Normally \$11.00**
Little does Heshia realize that a chance encounter in New York is a strand of the same web that brings the Eye of Hazimel into the hands of one of his own agents, only to be lost again.

Ventrue Clan Novel **Crazy \$7.50** **Normally \$11.00**
The Camarilla prepares for war against the Sabbat in revenge for mass murders, and many kindred attend a council. But can they trust the Ventrue sent by the Old World elders to chair the group?

Lasombra Clan Novel **Crazy \$7.50** **Normally \$11.00**
Lucia, a Lasombra assassin, is hunting a Sabbat archbishop. She never fails. But the Sabbat templar Talley is sworn to protect the archbishop, providing he can find out which one is the target. And he never fails. One of those two monstrous killers is about to learn to lose...

Assamite Clan Novel **Crazy \$9.00** **Normally \$11.00**
Due out in November. Price includes postage.

Ravnos Clan Novel **Crazy \$9.00** **Normally \$11.00**
Due out in December. Price includes postage.

Malkavian Clan Novel **Crazy \$9.00** **Normally \$11.00**
Due out in December. Price includes postage.

Brujah Clan Novel **Crazy \$9.00** **Normally \$11.00**
Sorry, don't know shipping date. Price includes postage.

Noferatu Clan Novel **Crazy \$9.00** **Normally \$11.00**
Sorry, don't know shipping date. Price includes postage.

Tremere Clan Novel **Crazy \$9.00** **Normally \$11.00**
Sorry, don't know shipping date. Price includes postage.

Giovanni Clan Novel **Crazy \$9.00** **Normally \$11.00**
Sorry, don't know shipping date. Price includes postage.

FASA VOR: the Maelstrom Special

Crazy Special \$100.00 **Normally \$140.00**
For a short time only, we offer the complete game of VOR: The Maelstrom for \$100.00, plus 7 blisters of VOR miniatures, for free! Only while stocks last. That's around \$200 value. This is a fast-paced new miniatures' game by FASA, with flexible game mechanics that allow both skirmish games and large-scale battles. This starter box has everything needed to play. 16 30mm scale miniatures are included: a 7cm tall Grogg, 3 Grover Pups, 3 Grover Homed Ones (4cm tall by 5.5cm wide), 3 Grover Pups, 9 Union Soldiers. Also 5 resin walls, each 17cm x 8.5cm.

RP BattleTech Dropped Codes Special

Crazy Special \$150.00 **Normally \$255.00**
Ral Partha have dropped heaps of BattleTech mechs, vehicles and infantry from their range, so we grabbed up big numbers of the better selling titles, which we offer here below. However, stocks are limited. Individually as follows:

RAL20636	BUSHWACKER	Crazy \$8.00	Normal \$11.95
RAL20770	AXEMAN	Crazy \$8.25	Normal \$12.50
RAL20774	BLACK KNIGHT	Crazy \$9.00	Normal \$13.50
RAL20809	MAULER MAL-IR	Crazy \$10.50	Normal \$15.99
RAL20810	HATAMOTO-CHI HTM-27T	Crazy \$9.00	Normal \$13.95
RAL20812	RAVEN RVN-3L	Crazy \$7.00	Normal \$10.50
RAL20823	KURITA INFANTRY	Crazy \$14.00	Normal \$20.95
RAL20824	DAVION INFANTRY	Crazy \$12.50	Normal \$18.95
RAL20828	SAVANNAH MASTER	Crazy \$7.00	Normal \$10.50
RAL20847	AWESOME	Crazy \$10.50	Normal \$15.95
RAL20852	CATAPULT	Crazy \$8.00	Normal \$12.50
RAL20853	HUNCHBACK	Crazy \$7.00	Normal \$10.50
RAL20856	ZEUS	Crazy \$9.00	Normal \$13.95
RAL20860	VICTOR	Crazy \$8.00	Normal \$11.95
RAL20864	HATCHETMAN	Crazy \$6.50	Normal \$9.95
RAL20865	COMMANDO	Crazy \$7.00	Normal \$10.50
RAL20869	JENNER	Crazy \$6.50	Normal \$9.95
RAL20873	SPIDER	Crazy \$6.50	Normal \$9.95
RAL20891	WOLF HOUND	Crazy \$7.00	Normal \$10.50

RP AD&D Dragons Grab Pack

Ral Partha are no longer doing AD&D figures, as WotC are doing them themselves now.

RP AD&D Dragon Grab Pack #1 **Crazy \$40.00** **Normal \$117.00**
We will supply 6 assorted dragons, all different if possible.

RP AD&D Dragon Grab Pack #2 **Crazy \$70.00** **Normal \$234.00**
We will supply 12 assorted dragons, all different if possible.

Hobby Products Sci-Fi Range Grab Packs

We have masses of Hobby Products 30mm scale sci-fi figures to clear out, which we picked up in bulk. The figures are great for any sci-fi game system in 30mm, as long as you use your imagination a little. Stocks are strictly limited. Most Blister Packs have one figure, but some have four figures. Striders are quite large, with one pilot.

Hobby Products Science Fiction 30mm Blister Packs	No. of Blisters				
	1	5	10	25	50
Robots (or 1/300th scale Mechs)	\$4	\$15	\$20	-	-
Striders: 2 legged walking machines	\$6	\$22	\$30	-	-
Jetbikes & Small Hover Vehicles	\$5	\$15	\$25	-	-
Aliens (insects, dogfish creatures)	\$4	\$15	\$20	\$25	-
Human Adventurers & Civilians	\$2	\$8	\$12	\$23	\$30
Battle Clones (Armored Clones)	\$2	\$8	\$10	\$19	\$23
Cybertech (Armored Humans)	\$2	\$8	\$12	\$23	\$30
Yoyodyne (Humans in Lt Armor)	\$3	\$10	\$15	\$28	\$38
Sarday'Kin (Armored Humans)	\$3	\$10	\$15	\$28	\$38
Phagion (Sci-Fi Goatmen)	\$2	\$8	\$12	\$23	\$30



Sarday'Kin Phagion (Sci-Fi Goatman)

Battle Clone Cybertech Yoyodyne

GW Warhammer 40,000 Special

Crazy Special \$380.00 **Normally \$500.00**
This special is designed to get new players into Warhammer 40,000. We offer the four primary Battle Force boxed armies, all 4 for \$380.00, or individually as follows:

Space Marine Battle Force **Crazy \$99.00** **Normally \$125.00**
Contains 1 ten man Space Marine Squad, a five man Terminator Squad, three Space Marine Bikes, a Land Speeder & Gothic Ruins. All are plastic.

Dark Eldar Battle Force **Crazy \$99.00** **Normally \$125.00**
All plastic components include 20 Dark Eldar Warriors, 5 Reaper Jetbikes, the magnificent Raider Skimmer vehicle, Jungle Trees.

Eldar Battle Force **Crazy \$99.00** **Normally \$125.00**
20 Guardians, 3 Jetbikes, 1 Falcon Grav Tank, 1 Vyper Jetbike, Jungle Trees.

Space Ark Battle Force **Crazy \$99.00** **Normally \$125.00**
Has 16 Ork Boyz, 5 Ork Warbikes, 1 Warbuggy, 1 Wartruk, Battlefield Accessories.

GW Warhammer Fantasy Regiments

Crazy Special \$78.00 **Normally \$105.00**
This special is designed to get new players into Warhammer Fantasy. We offer one Undead regiment and two Empire regiment boxed sets. Also individually as follows:

Zombie Regiment (20) **Crazy \$27.00** **Normally \$35.00**
Empire Halberdiers (16) **Crazy \$27.00** **Normally \$35.00**
Empire Handgunners (16) **Crazy \$27.00** **Normally \$35.00**

Computer Games

The first forty orders we get for Crazy Special computer games will receive a FREE T-Shirt. All orders for Crazy Special computer games will receive *Stellar Combat* for free!

SSI Warhammer 40,000 Rites of War

Crazy Special \$37.00 **Normally \$50.00**
Warhammer 40,000 with the *Panzer General II* engine! The mystic Eldar must battle endless hordes of biomechanical tyrants and regiments of Imperial Guard. This is a turn-based strategy wargame with units twice the size as in *Panzer General II*, which are also animated when they move, fire and die. Easy to play! A 24 mission campaign, plus additional single and multiplayer scenarios. A Glory point system lets you build and customize armies with your choice of unit types, wargear and warrior skills. The better you do in each mission, the more points you earn. IBM Requires: Pen 200, Windows '95, 80pCD-ROM, 64mbRAM, 2mbSVGA.

West Command & Conquer: Tiberian Sun

Crazy Special \$65.00 **Normally \$90.00**
The all new game of C&C. With his forces stronger than ever, arch villain and leader of The Brotherhood of Nod, Kane is pitted in an epic battle against the world's war machine—the Global Defense Initiative. Fight on dynamic battlefields, with terrain that can be destroyed and defamed. New units such as jump jet infantry, hover tanks, tunneling APCs; also new strategies to use. Units become faster and stronger as they gain combat experience. Convert missions, night missions, stealth missions. IBM Requires: Pen 166, 32mbRAM, 16mbSVGA with 4mb, 40pCD-ROM.

MP Mechwarrior 3

Crazy Special \$65.00 **Normally \$90.00**
A huge step-up from Mechwarrior II. Includes deformable terrain—the buildings have destructible geometry, artillery shells picknick the ground, the mechs even leave distinctive footprints. AI is improved. Mechs use their arms to get back to their feet, mechs hide in water to launch ambushes, fight in stunning cities and even in caves, set in 3038, features a mission editor, you can shoot down buildings so that they fall on enemy mechs, features: Interspace and Clan Mechs. You can even target individual mech locations. IBM Requires: Pen 166, 32mbRAM, 80pCD-ROM, 2mbSVGA, hard disk, Windows '95.

MP Master of Orion II

Crazy Special \$15.00 **Originally \$90.00**
Still one of my favorite games. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races. When you meet other players, you can ally them, conquer them or you can form trade or tech research agreements. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and mesmerizing. IBM Requires: 486/100+, 80pRAM, SVGA, hard disk, CD-ROM, soundcard.

SSI People's General

Crazy Special \$30.00 **Normally \$50.00**
An absolutely stunning game using the *Panzer General II* system, with uncompromising graphics. Presents a disturbingly plausible, near future Asian conflict that escalates to involve virtually the whole world. Game play covers large areas of the Korean Peninsula, Southeast Asia, Siberia, Ural Mountains and Ukraine. Choose from over 200 task forces from 19 nations. Fight either as Chinese or Western Alliance forces in 2+ campaigns involving 36+ scenarios, includes the latest in military hardware such as MIA3 and T-99 Main Battle Tanks, Warwolf Attack Helicopters, as well as more common weapons such as T-80, AMX-13, Challenger II, AH-64, M109, M60A3, etc. Also has an enhanced Battle Builder with a random element. IBM Requires: Pen 166, 80pCD-ROM, 32mbRAM, Windows '95, 2mbSVGA.

MP Mech Commander

Crazy Special \$30.00 **Originally \$90.00**
The first BattleTech game of tactical combat. With an engine similar to *Red Alert*, you command many mechs instead of just one. Each mech is animated with over 100 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech you are chasing by seeing how deep the footprints are—assault mechs leave deep footprints! You can salvage, repair, and use captured enemy mechs. You command up to 12 mechs, 30 great missions. IBM Requires: Win '95, Pentium 120, 16mbRAM, 40pCD-ROM.

MP Civilization Original

Crazy Special \$13.00 **Originally \$90.00**
This classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. IBM requires: 486/25, CD-ROM, 4mbRAM.

SSI Pacific General

Crazy Special \$30.00 **Originally \$50.00**
Using the popular *Panzer General* system, but featuring a newly created naval combat model for high-seas realism. Engage in naval combat, including island hopping land battles, with the same exquisite playability as land combat. Campaigns and scenarios are playable as Japanese or American forces—imagine landing in San Francisco as the victorious Japanese! Also authentic war footage, a comprehensive scenario editor, battle generator and you can play head-to-head via modem or network. IBM Requires: Pen 90, Windows '95, 16mbRAM, SVGA, 40pCD-ROM. Limited stocks, no more available.

SFI Man of War

Crazy Special \$13.00 **Originally \$90.00**
Real-time first person perspective puts you on the deck of your own flagship right in the heart of battle. Faithfully re-creates an admiral's life at sea around 176-1815. Stunning 3D rendered graphics and animations feature: explosions, ships on fire, sinking ships, 16 different weather conditions and nighttime battles. Features large scale fleet actions up to 150 ships in simultaneous battle. 12 historical scenarios plus scenario editor. IBM Requires: Pen 60, Windows '95, 20pCD, 8mbRAM, 1mbSVGA.

Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog. Please note that stocks are strictly limited.

CAAHKxx	5 assorted Havok 30mm inf. Karn boxed sets	\$20.00
CAAHNxx	5 assorted Havok 30mm inf. Nexus boxed sets	\$20.00
CPG00101	IM1 Abrams Computer Game	\$10.00
CPG43841	Across the Rhine WW2 Computer Game	\$6.00
FAST7100	ShadowRun RPG 1 st Edition	\$4.00
GIB922	Slightly squashed Escape From Colditz game	\$4.00
GIB980	Slightly squashed Diplomacy (Gibson) game	\$50.00
HDI200	Fading Suns RPG 1 st Ed	\$15.00
IGIxxxx	3 x Marc Miller Traveller RPG books	\$20.00
NSQ1001	Of Gods and Men RPG	\$10.00
OUT4444	Bosworth (Chess like wargame)	\$15.00
PRE5649	One each of the Two B5 Great War Starter Dks	\$7.00
TSR11444	Dungeons of Despair (AD&D RPG)	\$9.00
TSR1149	The Last Tower (AD&D boxed set)	\$10.00
TSR21334	Storm at Eldala (StarDrive Novel)	\$4.50
TSR2164	Sages & Specialists (AD&D RPG)	\$13.00
TSR2503	Dragonlord of Mystara (Mystara D&D Novel)	\$2.00
TSR2519	The Black Vessel (Mystara D&D Novel)	\$2.00
TSR8446	Leaves from the Inn... (AD&D RPG)	\$13.00
TSR8575	Elminster in Myth Drannor H/B AD&D Novel	\$10.00
TSR9291	LCI Dragonlance Classics 1-4 (AD&D RPG)	\$9.00
TSR9537	The Forgotten Terror (AD&D RPG)	\$9.00
TSR9564	Dragonlance 5 th Age Bestiary (AD&D RPG)	\$12.00
TSR9571	Masters of Eternal Night (AD&D RPG)	\$7.00
TSR9584	Reunion (AD&D RPG)	\$7.00
TSR984	10 Assorted Dragon Magazine Back issues	\$9.00
WES40134	Star Wars Shadows of the Empire Planets	\$9.00
WES45016	Indiana Jones RPG: Magic & Mysticism	\$5.00
WHT3065	Werewolf: the Apocalypse Outcasts	\$12.00
WHT9105	Trinity Alien Encounter 2: Deception	\$6.00
WHT94xx	5 x Trinity Battleground Blister Packs	\$10.00

Miniatures & Rules

GW Warhammer 40,000 2nd Edition

Crazy Special \$34.00 **Normally \$140.00**
We have quantities of the previous edition of 40K game at an unheard of price - just \$34.00! Still popular, due to the fact that the rules are much more detailed than the current edition of 40K, and worth way over \$34 just to get the miniatures! Has 20 Space Marines including Sergeants and Missile Launchers, 20 Space Orks and 40 Gretchin, 20 full color card ruins, tons of dice, templates, three books, sheets, wargear and other cards.

OSPREY HISTORICAL REFERENCE BOOKS

Ancient Era

CAMP7 ALEXANDER 334-323 BC A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. \$32.00

7924 ALEXANDER THE GREAT Combines two books, Campaign 7 Alexander and the old MAA Alexander. \$43.00

MAA109 ANCIENT ARMIES OF THE MIDDLE EAST Includes Ancient Summerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. \$23.00

Concord ANCIENT CELTS A new line of Concord history books, this one with equal pages of text and plates by Angus McBride. Covers celts from 600 BC - 1300 AD. Even covers the Galatian invasion of Italy and Greece. \$25.00

WAR5 ANGLO-SAXON THEGNS The Saxons slowly conquered much of Britain from the celts and picts. \$26.00

MAA320 ARMIES OF THE CALIPHATES Describes the armies of the Abbasid Arabs & Fatamids from 862-1098 AD. \$26.00

MAA121 ARMIES OF THE CARTHAGINIAN WARS A detailed account of the Carthaginian and Roman armies and their allies during their many wars against each other. \$23.00

Concord BARBARIANS By Tim Newark and dozens of color plates by Angus McBride. Covers Celts, Spanish, Germanic tribes, Goths, Vandals, Franks, Lombards, Magyars, etc. \$29.00

CAMP36 CANNAE 216 BC The Roman army received a crushing defeat at the hands of Hannibal in 216 BC. \$32.00

MAA283 EARLY ROMAN ARMIES The development of the Roman army from about 500 to 275 BC. \$23.00

WAR17 GERMANIC WARRIOR 236-568 AD The 3rd to 6th centuries saw the collapse of Roman civilization and the emergence of Germanic warrior societies. \$26.00

HANNIBAL'S WAR WITH ROME Combines MAA121 and CAMP36 together under the one volume. \$42.00

MAA295 IMPERIAL CHINESE ARMIES (2) 590-1260 AD Imperial China from the reunification of China by Yang Chien to its destruction and conquest by Kubilai Khan. \$23.00

Concord IMPERIAL ROME AT WAR An extremely popular book covering ancient Rome from 528 BC - 378 AD, with every page of text accompanied by a color plate by Angus McBride. \$29.00

WAR15 LATE ROMAN CAVALRYMAN 236-565 AD Extremely detailed look at Late Roman Cavalry, including organization, colors, tactics, development, formations. \$26.00

ELITE40 NEW KINGDOM EGYPT Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. Has magnificent full color plates by Angus McBride of a Mitanni armored chariot, Hyksos, etc. \$26.00

CAMP22 QADESH 1300 BC Clash of the Warrior Kings The greatest of the Egyptian Pharaohs, Ramesses II, leads the most professional Egyptian army against the might of the Hittite Army and their three man shock chariots. \$32.00

MONT REIVERS For 300 years the Borderlands between England and Scotland were a battleground in a savage war of attrition. With heaps of color plates by Angus McBride. \$34.00

MAA291 REPUBLICAN ROMAN ARMY 200 - 104 BC Detailing weapons and equipment, organization and levy, tactics used by the various arms, etc. \$23.00

MAA46 ROMAN ARMY: CAESAR TO TRAJAN Details the tactics, armor, command structure, and history of the Roman army during it's most famous days. \$23.00

MAA93 ROMAN ARMY: HADRIAN TO CONSTANTINE Rome's glorious days are over, but it's army is still locked in furious combat to survive. \$23.00

MAA180 ROMAN ENEMIES: ARMIES OF SPAIN Rome fought many difficult battles in Spain leading up to 20 BC. This book details the Iberians, Celtiberians, scythians, etc. \$23.00

MAA243 ROMAN ENEMIES: THE DESERT FRONTIER Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. \$23.00

MAA158 ROMAN ENEMIES: GALLIC & BRITISH CELTS Gauls and British celts are 2 of Rome's most famous and thought of enemies. Learn about their tactics, defeats, etc. \$23.00

MAA129 ROMAN ENEMIES: GERMANICS & DACIANS Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angles, Saxons, & Jutes. \$23.00

MAA175 ROMAN ENEMIES: PARTHIANS & SASSANIDS Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years. \$23.00

MONT SASSANIAN ARMIES The Sassanid overthrew the Parthians in 226 AD, and fought against the Romans, Huns and Romano-Byzantines. Costume, equipment, organization, etc. \$30.00

MAA150 THE AGE OF CHARLEMAGNE Within a quarter of a century the small and modestly trained army of Charles Martel had grown into a major war weapon. \$23.00

ELITE7 THE ANCIENT GREEKS 500-300 B.C. 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride. \$26.00

MONT THE ARMIES OF BACTRIA 700 BC - 450 AD Bactrian warfare within this time period has never been comprehensively examined before. This product is a two-book set, which fills this gap by reconstructing the history. \$40.00

MONT THE ARMY OF TANG CHINA The organization, uniforms and equipment of the armies of Tang China in the 6th-9th C AD. Plates by Angus McBride. \$30.00

MAA69 THE GREEK AND PERSIAN WARS 500-323 B.C. The high years of Ancient Greece, the Athenians versus Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, etc. \$23.00

ELITE42 THE PERSIAN ARMY 560-330 BC The arch-enemies of Ancient Greece and Macedonia. With heaps of detail hard to find elsewhere, for example, it gives a full description of Iphicratean Pelists!! \$26.00

ELITE50 THE PRAETORIAN GUARD A close look at the elite Roman Praetorian Guard who, although elite, were normally outclassed and outthought by the veteran legions. \$26.00

MONT THE PTOLEMAIC ARMY 168-145 BC A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. \$30.00

MAA137 THE SCYTHIANS 700-300 BC The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans. \$23.00

ELITE66 THE SPARTAN ARMY The Spartans were the only full time army in ancient Greece and were thus truly an elite force. Gives history, training, lots of specific historical accounts etc. \$26.00

MONT WARRIORS OF EURASIA A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmatians, Huns, Goths, Scythians, Kushans, Parthians, etc. \$32.00

Middle Ages

CAMP9 AGINCOURT 1415 The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuosity of the French nobles and knights was to lead to their undoing. \$32.00

MAA111 ARMIES OF CRECY & POITIERS Two of the most important battles in the early years of the 100 Years War, between the French and English. \$23.00

MAA113 ARMIES OF AGINCOURT An excellent overview of this crucial battle between the French and English during the 100 Years War. \$23.00

MAA154 ARTHUR & THE ANGLO-SAXON WARS The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. \$23.00

MAA89 BYZANTINE ARMIES 886-1118 AD The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with & against the Crusaders, Islam, etc. \$23.00

MAA287 BYZANTINE ARMIES 1118-1461 AD Their continued wars with the Turks, the Italians, the Normans, etc. with organization, equipment, tactics, colors, etc. \$23.00

CAMP43 FORNOVO 1495 The mentally backward French King Charles VIII invaded Italy in 1494. What happened when the Italian knights squared off against the French knights, the flower of chivalry? \$32.00

MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD French knights were considered the flower of European chivalry. Covers their origins, training, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. \$23.00

MAA200 EL CID & THE RECONQUISTA The very name El Cid sums up much of the special character of medieval Spanish warfare. This book covers 1050 - 1492 AD. \$23.00

WAR11 ENGLISH LONGBOWMEN 1330-1515 An indepth examination of the famous English longbowmen. \$26.00

MAA310 GERMAN MEDIEVAL ARMIES A totally revised version, covering many different campaigns. \$23.00

CAMP5 GRANADA 1492 Granada was the last Islamic enclave in Spain, and it took 11 years for the Spanish to overcome it. \$32.00

CAMP13 HASTINGS 1066 The Norman invasion of Britain, and the subsequent battle of Hastings. \$32.00

CAMP19 HATTIN 1187 Read how the events of 1187 AD shook Western Europe as Saladin crushed the Christian army at Hattin, then retaking Jerusalem. \$32.00

MAA317 HENRY V & THE CONQUEST OF FRANCE Covers Henry V's conquest of France, following on from Agincourt. Includes several campaigns, troop equipment, etc. \$22.00

MAA195 HUNGARY & THE FALL OF EASTERN EUROPE Hungary beat back invasions from Germany, settled invading Pecesegs, Magyars, Cumans, & fought Ottomans \$23.00

MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500 A fascinating history, as the Italians formed a number of powerful city states, who competed against each other. \$23.00

WAR25 ITALIAN MILITIAMAN 1260-1392 Urban militias were the main forces available to the Italian cities. \$26.00

WAR18 KNIGHT OF OUTREMER 1187-1344 Following Saladin's great victory at Hattin in 1187AD, the remaining Latin or Catholic enclaves in the Mediterranean were called Outremer. \$26.00

ELITE17 KNIGHTS AT TOURNAMENT One of the greatest pasttimes of medieval nobles - tournaments! \$26.00

CAMP46 LAKE PEIPIUS 1242 AD The story of the struggle between the Teutonic Knights and the powerful Russian city state of Novgorod. They clashed at frozen Lake Peipius. \$32.00

CAMP50 MALTA 1565 AD The epic siege of the island fortress of the Knights Hospitaller by the Turkish army of Suliman is one of the most compelling stories in western history. \$32.00

MAA50 MEDIEVAL EUROPEAN ARMIES Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised: how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organized, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri. \$23.00

MAA99 MEDIEVAL HERALDRY An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. \$23.00

WAR1 NORMAN KNIGHT 950-1204 AD 64 page book, with 12 color plates. The rise and development of Norman Knights. \$26.00

CAMP44 PAVIA 1525 Pavia was the most decisive battle of the Italian Wars which raged almost continuously between 1494 and 1529, between Italy and France. \$32.00

MAA171 SALADIN & THE SARACENS Gives a full account of Saladin as he led the Saracens in battle against the Crusaders, but also details the Seljuks, Fatamids, Kwarismians, Mamluks. \$23.00

WAR7 SAMURAI 1550-1600 An indepth look into the training, arms and armor of the Samurai warrior, during the Japanese Age of Battles. \$23.00

WAR10 SARACEN FARIS 1050-1250 AD The Saracen cavalry, or faris, bested the Crusader's in almost every battle, but of a bigger threat were the Seljuk Turks and Mongols. \$26.00

MAA222 THE AGE OF TAMERLANE Said to be a descendant of Genghis Khan, Timur defeated the Jagatay, Karis, Jalayars, Georgians, Turkomans, Golden Horde, Mazandarians, Muzafarids, Ottomans, Mamluks, & the Delhi Sultanate. \$23.00

MAA279 THE BORDER REIVERS Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids. \$23.00

ELITE19 THE CRUSADES An overview of the Crusades, their participants, battles, etc. \$26.00

ELITE58 THE JANISSARY INFANTRY The Janissaries were elite infantry serving in the army of the Ottoman Turks. \$26.00

MAA155 THE KNIGHTS OF CHRIST Details the feared Templars; Knights of St John, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas; German Orders, etc. \$23.00

MAA259 THE MAMLUKS In Europe the Mamluks of Egypt are remembered as so-called Slave Kings who drove the Crusaders from the Holy Land. They remained a great power for two and a half centuries, with a military tradition stretching back to the 8th century. \$23.00

MAA105 THE MONGOLS The most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary, crushing its armies. \$23.00

ELITE9 THE NORMANS The Normans began the creation of the United Kingdom, defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily. \$26.00

ELITE23 THE SAMURAI One of my favorite Osprey books - this one covers the Samurai from 935AD until 1600 AD, with the most stunning color plates I've seen by Angus McBride. \$26.00

MAA151 THE SCOTTISH & WELSH WARS 1250-1400 Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland. \$23.00

MAA94 THE SWISS AT WAR One of the best MAA books. The whole book presents the development of the Swiss army by presenting detailed accounts of battle after battle, showing the Swiss changing from all volunteers to mercenaries and halberds. \$23.00

MAA210 THE VENETIAN EMPIRE 1200-1670 AD The city state of Venice in Italy had it's own fleets, an extremely aggressive merchant empire (3,000 ships by 1450AD), and a heavy reliance upon the condottieri (mercenaries). \$23.00

MAA145 THE WARS OF THE ROSES War between the houses of York and Lancaster. A unique study, for this war was one of the only ones in which both sides used longbows. \$23.00

Gun Powder Era

ELITE62 AMERICAN CIVIL WAR ZOUAVES American Zouaves regiments, being filled with foreigners, based themselves on the French Zouaves. \$26.00

CAMP2 AUSTERLITZ 1805 Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? \$32.00

Warrior 24 Australian Grenadiers & Infantry 1788-1816 Austrians took part in almost all the Napoleonic wars, and even managed to defeat the French on a few occasions. \$27.00

BATTLE IN THE CIVIL WAR It is a step by step explanation of how the Blue and Gray armies squared up to fight each other; how they maneuvered on the battlefield and what happened when they came to close combat. With tons of great illustrations. \$20.00

MAA318 BOER WARS (1) 1836-1898 AD The Dutch settlers in South Africa, the Boers, crushed almost everything the English and local Africans could throw at them. \$23.00

MAA303 BOER WARS (II) 1898-1902AD The Boers manage to impose their authority over the black population by the mid 1890s, but by 1902 they were defeated by the British. \$23.00

MAA319 BRITISH FORCES IN NORTH AMERICA 1793-1815 Uniforms, organization & equipment, etc. \$23.00

MAA294 BRITISH FORCES IN THE WEST INDIES 1793-1815 Uniforms, organization & equipment of the British forces, including blacks, the West Indies from 1793-815. \$23.00

WAR19 BRITISH REDCOAT 1740-93 During the 50 year period covered by this study, the British army earned itself a formidable reputation as a fighting force. \$26.00

WAR20 BRITISH REDCOAT (2) 1793-1815 Continues the story of the British Redcoat into Waterloo. \$26.00

CASTIGLIONE 1796 A 96 page A4 sized book with incredible detail. With the battle of Castiglione in 1796 Napoleon repulsed the first of four Austrian attempts to rise the French siege of Mantua. Until now there has been no account of this in English. \$42.00

CAMP55 CHANCELLORSVILLE 1863 Considered to be Robert E. Lees finest victory, but it cost him Jackson. \$32.00

Campaign: Culoden 1746 Follows the progress and final defeat of Prince Charles Edward Stuart of Scotland. \$30.00

Campaign 56 Eggmühl 1809 Focuses on the early part of the campaign between Austria and France. Even though neither Charles or Napoleon achieved their objectives, who actually won? \$33.00

MAA328 Emigré & Foreign Troops in British Service (I) 1793 - 1802. Uniforms, history, etc. \$23.00

CAMP63 Fredericksburg 1862 The epic struggle that engulfed the Union armies as it tried to seize Fredericksburg from the Confederates. \$32.00

CAMP54 GETTYSBURG 1863 This clash of 150,000 soldiers from both sides would ultimately decide the nation's fate. \$32.00

OB1 Gettysburg: Confederate A new series of Osprey books - Order of Battle. Supported by comprehensive organization diagrams the forces involved are examined unit by unit. \$33.00

OB2 Gettysburg: Union A new series of Osprey books - Order of Battle. Supported by comprehensive organization diagrams the forces involved are examined unit by unit. \$33.00

WAR21 HIGHLAND CLANSMAN 1689-1746 Focuses on the Clansmen during their conflict with the English. \$26.00

WAR22 IMPERIAL GUARDSMAN 1799-1815 Focuses on the French Imperial Guard. \$26.00

CAMP51 INKERMAN 1854 The Russians march out of the besieged city of Sevastopol to throw off the allied British & French forces. The Russians outnumber their enemies 5 to 1! \$32.00

MAA292 KING GEORGE'S ARMY 1740-1793 (3) Uniform colors and organization etc of the English army involved in the Seven Years War, the War of Austrian Succession, and War with France in America. \$23.00

MAA307 LATE IMPERIAL CHINESE ARMIES 1500-1840 Chinese weapons & tactics fall behind those of other nations. \$23.00

MAA296 LOUIS XV'S ARMY (1) CAVALRY & DRAGOONS A substantial part of Louis XV's army consisted of numerous regiments of Guard Cavalry, heavy Cavalry, and dragoons. \$23.00

MAA302 LOUIS XV'S ARMY (2) FRENCH INFANTRY Details the troops recruited from men born and raised in France. \$23.00

MAA304 LOUIS XV'S ARMY (3) FOREIGN INFANTRY The importance of foreign regiments in the French army was great. \$23.00

MAA308 LOUIS XV'S ARMY (4) Light Troops & Specialists Reveals an extraordinary variety of units. \$23.00

MAA313 LOUIS XV'S ARMY (5) Colonial & Naval Troops Reveals an extraordinary variety of units. \$23.00

NAPOLEON NO. 13 A glossy color magazine, this one focusing on Napoleon's Egyptian campaign, covering the Battle of the Nile in special detail, plus diagrams, maps, etc. \$15.00

ELITE67 PIRATES 1660 - 1730 A detailed look at pirates, covering tactics, weapons, ships, and write ups on famous pirates, presenting their deeds and accomplishments, and demise. \$27.00

OB3 QUEBEC 1759 Highly detailed unit-by-unit examination of the forces involved in the battle for Quebec. Also maps. \$33.00

CAMP41 RORKE'S DRIFT 1879 The most famous battle of the Zulu war against the British. Little more than 100 British soldiers and patients defend a hospital against almost 4,000 Zulus. \$32.00

MAA297 RUSSIAN ARMY OF THE SEVEN YEARS WAR (1) Covers the Russian army from 1725 - 1740 and then into the seven years war, looking at uniforms, tactics, chronology, etc. \$23.00

CAMP48 SALAMANCA 1812 The most decisive battle of the entire Peninsular War where Wellington smashed Marmont's French army, with a thrilling pursuit then occurring. \$32.00

CAMP57 SAN JUAN HILL 1898 America emerges as a world power in 1898 after fighting against the Spanish over the independence of Cuba. Includes the naval battle. \$32.00

MAA331 Scots Armies of the English Civil Wars The Scots armies of King Charles I and II played key roles in the wars. \$22.00

CAMP54 SHILOH 1862 The first major battle in the Western Theatre of the American Civil War, a great shock to all. \$32.00

MAA321 SPANISH ARMY OF NAPOLEONIC WARS (1) Uniforms, tactics, organization, history, etc. \$23.00

MAA332 SPANISH ARMY OF NAPOLEONIC WARS 1808-1812(2) Uniforms, tactics, organization, history, etc. \$22.00

MAA323 THE AUSTRIAN ARMY 1836-66 (1) The post-Napoleonic Austrian Army, focusing on infantry. \$22.00

MAA329 THE AUSTRIAN ARMY 1836-66 (2) The post-Napoleonic Austrian Army, focusing on cavalry. \$22.00

MAA324 The North-East Frontier 1837 - 1901 British India's North-East frontier saw heaps of military activity. \$22.00

MAA314 THE OTTOMAN EMPIRE 1775-1820 The Army of the Ottoman Empire in the Napoleonic era. \$23.00

MAA293 THE RUSSIAN CIVIL WAR (1) THE RED ARMY Uniforms, equipment and organization of the Red Army during Russia's civil war, which raged from 1917-1926. \$23.00

MAA305 THE RUSSIAN CIVIL WAR (2) THE WHITE ARMY Uniforms, equipment and organization of the 'White' Army during Russia's civil war, which raged from 1917-1926. \$23.00

EHQ THE WAR IN MEXICO Hardcover book. Volunteers from many states were carried to Mexico by a war that anticipated the American Civil War. Future generals got their experience. \$60.00

WAR13 UNION CAVALRYMAN 1861 - 1865 Extremely detailed look at the training, development, equipment, uniforms, organisation and tactics of the Union Cavalry. \$26.00

MAA281 US DRAGOONS 1833 - 1855 The US Dragoons were formed in 1833 to explore far and wide into the Western territory, & bear the arms of the Union. \$23.00

CAMP59 VICTORIA 1813 Wellington fights the French in Spain, with this battle deciding the Peninsular war. \$32.00

CAMP15 WATERLOO 1815 A detailed examination of one of the most famous battles in history. Napoleon vs Wellington. \$32.00

CAMP47 YORKTOWN 1781 Washington systematically begins seeking out and destroying British impregnable fortresses. \$32.00

WAR14 ZULU 1816 - 1906 The Zulus caused the British Colonial troops quite a scare in the late 1870s. But fire power eventually won the day. \$26.00

WWI, WWII, & Modern

NV30 AMTRACS US amphibious assault vehicles were used heavily in WWI, especially in the Pacific against the Japanese. A lack of them at Betio Island in 1943 saw a casualty list of 3,400 marines - one third of them killed. Also postwar amtracs. \$21.00

CAMP5 ARDENNES 1944 Hitler's last desperate gamble - the Battle of the Bulge. \$32.00

Concord Armor of the Vietnam War (1) Allied Forces Heaps of B&W photos with text, & color plates. \$22.00

CAMP42 BAGRATION 1944 A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Group Centre, in 1944. \$32.00

OSPACES Blenheim Squadrons of WWII The British Blenheim medium bombers were largely obsolete, yet they still saw substantial amounts of action. They needed fighter support to survive. \$32.00

WAR16 BRITISH TONY 1914-1918 This book looks in detail at how the British soldier lived, fought, and died during those horrible years of WWI. Weapons, tactics, uniforms, etc. \$26.00

MAA306 CHINESE CIVIL WAR 1911-49 The fall of the Manchu dynasty in 1911 brought to an end a thousand years of Imperial rule and ushered in 40 years of strife. \$23.00

Concord D-Day Tank Warfare Armored combat in the Normandy campaign from June - August 1944, covering US, German English tanks. Heaps of photos, color plates. \$22.00

AIK7 P-8 Crusader Infantry in Vietnam Armed with four 20mm cannon, this was called "last of the gunfighters." \$33.00

CAMP58 FIRST VPRES 1914 This is where the BEF fought its last battle. It's heroic defense saw it eventually destroyed. \$33.00

MAA325 FRENCH FOREIGN LEGION 1914 - 1945 The Foreign Legion as it was during World War II. \$22.00

MAA300 FRENCH FOREIGN LEGION SINCE 1945 Follows the history of service and composition of Foreign Legion units throughout the world. \$23.00

NVA29 German Armored Cars & Reconnaissance Half-tracks 1939-45 Development & history, orders of battle. \$21.00

NVA26 German Light Panzers 1932-1942 The light Panzers were the workhorses of the German early WW2 army. \$26.00

ELITE63 GERMAN MOUNTAIN & SKI TROOPS 1939-45 One of the elite arms of the German forces during WW2, that has received little attention. This book gives them attention at last. \$26.00

ACE22 Imperial Japanese Navy Aces 1937-45 Several Japanese pilots achieved 'ace' status by shooting down over 60 enemy aircraft. This book details the exploits of many such aces. \$33.00

NVA7 IS-2 HEAVY TANK 1944-73 Follows the history of the development and action of the IS Soviet heavy tank, which first appeared in late 1943. \$23.00

CPV1 JagdVaffe: Luftwaffe Colors Vol 1 Section 1 Covers the Luftwaffe from 1919 to 1938, including history & colors. \$22.00

ACE6 Junkers Ju 87 In North Africa & Mediterranean The Ju 87s faced completely different combat conditions in North Africa and the Mediterranean, as there was no British radar. \$32.00

NVA1 KINGTIGER HEAVY TANK Detailed look at development & action of Pz VI B. \$23.00

CAMP16 KURSK 1943 Excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. \$32.00

NVA17 KV-1 & 2 HEAVY TANKS 1941-45 The Germans got two nasty shocks when they invaded Russia in 1941 - the T-34 and the KV-1 & 2. \$23.00

NVA24 LEOPARD 2 The German main battle tank from 1979-'98. Development, variants, etc. \$23.00

M2/M3 BRADLEY INFANTRY FIGHTING VEHICLE 1983-95 The US designed the M2/M3 Bradley to operate alongside the M1 Abrams, which is extremely fast and mobile. \$23.00

CAMP61 MEGIDDO 1918 The last great cavalry victory of history. Supported by Lawrence of Arabia and his Arabs, the English Desert Mounted Corps destroyed three Turkish armies. \$30.00

NVA21 MERKAVA 1977-96 A detailed account of Israel's impressive Main Battle Tank, the Merkava. \$23.00

CAMP49 MONS 1914 The first major class of the Great War, Mons came as a nasty shock to the German army. \$32.00

CAMP1 NORMANDY 1944 Detailed account of the D-Day invasion by the Allies in 1944. \$32.00

OSP7112 OSTROUNT Hardcover book covering the war on the Russian front from 1941 - 45. Hitler's greatest mistake. \$45.00

AIR8 P-61 Black Widow in WW2. A brilliant radar-equipped nightfighter, the Black Widow saw astounding success in WW2 both in Europe and the Pacific. \$33.00

NVA22 PANTHER & VARIANTS All the actual and planned variants of the Panther, including combat Ausf A, D, G, JagdPanther, planned FlakPanther, Panther F, etc. \$23.00

Concord Panzers in the East (1) 1941-43 1941 to 1943 were the years of German aggression within the Soviet Union, with huge gain of territories. With heaps of photos, and many color plates. \$22.00

Concord Panzers in the East (2) 1943-45 1943 to 1945 saw the decline and eventual defeat of the German army on the East front. With heaps of photos, and many color plates. \$22.00

Concord Panzertruppen at War With heaps of photos with text covering German tanks, tank destroyers and AFVs from pre-war to the gates of Moscow. \$22.00

Concord Panzerwaffe at War (1) Nuremberg to Moscow With heaps of photos with text covering German tanks, tank destroyers and AFVs from 1942 to 1945, Russian front, Africa, Europe. \$22.00

NVA27 PANZER III The history and development of this important German tank from 1936-1944. \$23.00

NVA28 PANZER IV The history and development of the workhorse of the German army from 1936-1945. \$23.00

CAMP62 Pearl Harbor 1941 7th Dec 1941 saw Japanese air superiority and surprise lead to the shattering of the superior US Pacific Fleet by Japanese naval aircraft and submarines. \$32.00

ACE21 Polish Aces of World War 2 Polish pilots saw action from the first day of WWI until the final victory in Europe. \$32.00

OSP7775 Retreat, Hell! We Just Got Here! A hardcover book focusing on the American Expeditionary Force in France during 1917-1918, in World War One. \$42.00

ELITE65 REDCAPS Britain's Military Police Had every British soldier over the centuries been an obedient and dutiful soldier, there would have been no need for the military police. \$26.00

NVA25 SDKFZ 251 Half-Track 1939-45 The first widespread use of armored infantry to accompany tanks was in WW2. \$26.00

NVA3 SHERMAN MEDIUM TANK The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. \$22.00

Concord Stalin's Heavy Tanks 1941-1945 Covers the T-35, KV and IS tanks and tank destroyers, with heaps of photos, many which I have not seen before. Also great reading. \$22.00

Concord Soviet Tanks in Combat 1941-1945 Covers the T-28, T-34/76, T-34/85, T-44 and tank destroyers, with heaps of photos, many which I have not seen before. Also great reading. \$22.00

NVA19 STUG III ASSAULT GUN 1940-1942 One of Germany's most powerful AFVs at the beginning of the war. \$23.00

NVA9 T-34/76 MEDIUM TANK 1941-45 The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired the Panther. By Steven Zaloga. \$23.00

NVA20 T-34/85 MEDIUM TANK 1944-1994 The T-34/76 was upgunned to the 85mm calibre gun in 1944. \$23.00

Concord Tank Battles of the Mid-East Wars (2) 1973 Israeli and Arab tanks involved in the mid-east wars from 1973 to the current days. \$23.00

MAA312 THE ALGERIAN WAR 1954-62 France's attempt to hold onto its colony in Algeria. \$23.00

ELITE61 THE BRITISH GUARDS DIVISION 1914-45 Follows the British Guards in action in two World Wars. \$26.00

CAMP60 THE ERRO 1938 The last, doomed major Republican offensive of the Spanish Civil War in 1938. \$32.00

MAA315 THE FRENCH ARMY 1939-45 (1) The uniforms, organization & equipment of the French army during WW2. \$23.00

MAA318 THE FRENCH ARMY 1939-45 (2) Covers the Free French, the Fighting French, & Army of Liberation. \$23.00

MAA322 THE FRENCH INDOCINA WAR 1946-54 The French were soundly defeated in North Vietnam. \$23.00

MAA311 THE GERMAN ARMY 1939-45 1 BLITZKRIEG The uniforms & equipment of the German army, etc. \$23.00

MAA316 THE GERMAN ARMY 1939-45 2 North Africa & Balkans The uniforms & equipment of the German army. \$23.00

MAA326 THE GERMAN ARMY 1939-45 3 The Eastern Front The uniforms & equipment of the German army. \$23.00

MAA330 THE GERMAN ARMY 1939-45 4 The Eastern Front From 1943-45 unit organisation, uniforms, equipment. \$22.00

MAA309 THE ITALIAN INVASION OF ABYSSINIA 1935-36 Italian invasion of Ethiopia before WW2. \$23.00

NVA32 The Long Range Desert Group Constantly operating on the flanks or rear of the enemy between 1940-1943. \$22.00

Concord The M4 Sherman at War The Sherman in action in the European Theatre from 1942-45. Heaps of photos, etc. \$23.00

NVA31 The M47 and M48 Patton Tanks The backbone of US armored units for over a decade, also serving in Israel. \$22.00

NVA5 TIGER I HEAVY TANK 1942-45 The development, models, and action of the most feared heavy tank of WW2, the Tiger I, armed with that ubiquitous 88mm L56 gun. \$23.00

MAA337 US MARINE CORPS IN WWI 1917-1918 Guide to their organisation, uniforms & equipment. \$23.00

Concord U.S. Infantry in Vietnam Heaps of color and B&W photos of US infantry in Vietnam in 60s and 70s. \$23.00

WAR23 US MARINE IN VIETNAM Very detailed examination of US Marines while serving in Vietnam. \$26.00

Concord U.S. Tank Destroyers in Combat 1941-45 From jeep and halftrack mounted guns to M-10s, M-18s, and M-36s. Heaps of photos, many of them seen for the first time, and color plates. \$22.00

Concord Waffen SS (1) 1934-1943 With heaps of photos with text covering the Waffen SS. Also color plates. \$15.00

VIDEOS

Historical Videos

Panzer Videos

A series of 60 minutes videos focusing on various German military tanks of WWII.

CHRO06 Panzer VI Tiger I & Kingtiger Video covers the Tiger I and II, and Elephant and Sturmteiger. \$40.00

CHRO07 Panzer V Panther Video covering the magnificent Panther tank in action on all fronts from 1943-45. \$40.00

CHRO08 Panzer IV The workhorse of the German Army. \$40.00

CHRO09 Panzer III Used effectively in the early war years. \$40.00

CHRO10 Light Panzer I, II, 35(t) and 38(t) Although small and weak, these tanks led the early Blitzkrieg. \$40.00

CHRO11 Assault Guns StuG III and StuG IV The highly successful German series of assault guns. \$40.00

CHRO12 Self Propelled Weapons Self propelled guns such as the Marder, Wespe and Hummel. \$40.00

CHRO13 Half Tracks & Armored Cars German armored recon vehicles and infantry carriers. \$40.00

CHRO34 Panther Ausf A & D Focuses on the Panther D and early A variants, using footage not on the earlier video. \$40.00

CHRO35 88mm Flak 36 Focus on the famous German 88. \$40.00

CHRO36 Fallschirmjaeger 'Green Devils' 1933-1941 The paratroop arm of the Luftwaffe, concentrating on Crete 1941. \$40.00

CHRO37 Fallschirmjaeger 'Green Devils' 1942-1945 The Green Devils are now elite ground troops. Covers primarily the Italian and Normandy theatres, but also shows them engaging Soviet T-34s using Panzerschrecks and on the German borders in 1945. \$40.00

Luftwaffe Videos

A series of 60 minutes videos focusing on various German military aircraft of WWII.

CHRO15 Jager - Day Fighters 1939-42 The video primarily covers the Messerschmitt Bf-109. \$40.00

CHRO16 Jager - Day Fighters 1942-45 The video primarily covers the Focke-Wulf Fw-190. \$40.00

CHRO17 Zerstorer - Heavy Fighters & Nightfighters \$40.00

CHRO18 Stuka & Schlachtfliieger Stuka, Hs-129, Fw-190. \$40.00

CHRO19 Bombers & Bomber Operations 1939-42 \$40.00

CHRO20 Bombers & Bomber Operations 1942-45 \$40.00

CHRO21 Jet Fighters, Jet Bombers & V-Weapons \$40.00

CHRO22 Transports, Gliders & Fallschirmjager \$40.00

Anime Movie Guide

The Anime Movie Guide 286 page, large novel sized book, this is an authoritative guide to Japanese anime. Features detailed listings of films and videos released since 1983, arranged by year and by title, with illustrations. Has Japanese and English titles. \$33.00

Babylon 5 Videos

We now stock the full range of currently available *Babylon 5 Videos*, by Warner Home Video. (I own all the videos myself!) The Babylon 5 series focuses on an ancient, evil race that gathers together in the shadows, once it has been accidentally reawakened by a curious human survey team. Meanwhile, another equally ancient race helps to prepare the younger races to prepare for the return of this evil menace. The entire series is packed full of mysteries that will be revealed to you eventually, though you will have to watch some episodes as much as four times to spot all the cleverly hidden clues. I used to be a die-hard Trekke, but once I realised that a brilliant continuous plot line linked all the Babylon 5 episodes together, I defected!

Each tape has either a double episode, or two 45 minute episodes.

Season One

B5 Pilot Universe on Brink of Destruction \$20.00
Ambassador Kosh is poisoned as soon as he arrives on Babylon 5, and the race is on to find the assassin.

B5 Vol 1 Midnight on Firing Run/Soul Hunter \$20.00
A Centauri outpost is attacking without provocation. A Soul Hunter comes to Babylon 5 - but who is his target?

B5 Vol 2 Born to the Purple/Infection \$20.00
A Centauri slave-dancer tries to seduce Londo Mollari. A very dangerous illegal artifact is smuggled onto Babylon 5.

B5 Vol 3 Parliament of Dreams/Mind War \$20.00
An assassin is sent to kill G'Kar. A rogue telepath flees PsiCorps, but why are his powers so great?

B5 Vol 4 War Prayer/Sky Full of Stars \$20.00
The Home Guard group infiltrate Babylon 5, intent on killing the alien. Interdicts kidnap Commander Sinclair, and probe his mind to learn why the Minbari surrendered.

B5 Vol 5 Deathwalker/Believers \$20.00
Deathwalker arrives on Babylon 5, claiming to have an immortality serum. A dying child is not allowed surgery.

B5 Vol 6 Survivors/By Any Means Necessary \$20.00
Radicals plan to assassinate President Santiago when he visits Babylon 5. The Docking Bay workers go on strike.

B5 Vol 7 Signs & Portents/TKO \$20.00
One of the best episodes. A strange man, Mordan, comes to B5 and asks everyone, "What do you want?" Meanwhile, a Raider strike carrier attacks B5. A kick-boxer comes to B5.

B5 Vol 8 Grail/Eyes \$20.00
A hideous Na'ka'leen Feeder alien is on the loose on B5. An official interrogates Sinclair and tries to have him sacked.

B5 Vol 9 Legacies/Babylon Squared \$20.00
The body of dead Minbari leader, brought to B5, disappears. The Minbari threaten another war. Babylon 4, which disappeared 4 years ago, suddenly reappears.

B5 Special Episode: A Voice in the Wilderness \$20.00
The dead planet below B5, Epsilon 3, suddenly comes to life, revealing aeons old technology.

B5 Vol 10 Quality of Mercy/Chrysalis \$20.00
An escaped killer takes a dying doctor hostage. Delenn turns into a chrysalis, a plot is made to assassinate President Santiago, and unknown forces attack a Narn military outpost.

Season Two

B5 Vol 11 Points of Departure/Revelations \$20.00
Sheridan arrives on B5 to take over after Sinclair leaves, but Minbari dissidents are not happy & try to provoke another war. Delenn emerges from the chrysalis, but what has she become? The Narn suspect that the Shadows, are back.

B5 Vol 12 Geometry of Shadows/Distant Star \$20.00
Technomages come to B5. An Earthforce Explorer ship is damaged in the warp, and B5 goes to the rescue, but they encounter a Shadow ship in the warp.

B5 Vol 13 The Long Dark/Spider in the Web \$20.00
B5 finds a derelict, ancient space ship, with one passenger still alive in cryo-sleep. An terrorist arrives on B5, hoping to destroy the Mars peace process.

B5 Vol 14 Soul Mates/Race Thru Dark Places \$20.00
Londo has to choose which two of his three wives he should divorce. Psi Cop Bester comes to B5.

B5 Vol 15 Coming of the Shadows/Gropus \$20.00
Centauri emperor comes to B5, hoping to make peace with the Narns, but Londo and Refa make plans to attack a Narn base. Hundreds of Marines arrive prior to going on a mission.

B5 Vol 16 All Alone in the Night/Acts of Sacrifice \$20.00
General Hague asks Sheridan to help spy on the new president. The Narn are losing the war against the Centauri.

B5 Vol 17 Hunter, Prey/Now For A Word \$20.00
Evidence is found that Santiago was assassinated. Narn and Centauri ships fight at B5.

B5 Vol 18 There All the Honor Lies/Knives \$20.00
Sheridan is tricked into killing a Minbari. Londo is forced to duel his old friend.

B5 Vol 19 Shadow of Z'ha'dum/Confessions \$20.00
Sheridan arrests Morden and questions him as to why his wife died on the ship that went to Z'ha'dum. A plague infests B5.

B5 Vol 20 Long Twilight Struggle/Divided Loyalty \$20.00
One of the best episodes. Narns attack a Centauri outpost with their entire fleet, but a surprise is waiting for them. A psionic planted traitor is in the B5 command staff.

B5 Vol 21 Comes the Inquisitor/Fall of Night \$20.00
A Vorlon inquisitor interrogates Delenn & Sheridan. A Centauri Battlecruiser attacks Babylon 5. Great episode.

Season Three

B5 Vol 22 Matters of Honor/Convictions \$20.00
The White Star battles a Shadow ship. A mad bomber places bombs all over B5.

B5 Vol 23 Day in the Strife/Gethsemane \$20.00
G'Kar is told to return to Narn, where he will probably be executed. A monk learns he is a brain-wiped ex-murderer.

B5 Vol 24 Voices of Authority/Dust to Dust \$20.00
Ivanova uses the Great Machine on Epsilon 3, and finds unexpected evidence. Bester comes to B5 tracking down an illegal psionic drug that is on the black market.

B5 Vol 25 Exogenesis/Messages from Earth \$20.00
People from 'People Below' are having symbiotic aliens put on them. President Clark has found a Shadow ship. Sheridan tries to destroy it first.

B5 Vol 26 Point of No Return/Severed Dreams \$20.00
Civil war breaks out in Earthforce. Nightwatch are given control of B5. Severed Dreams is the best Babylon 5 episode made. It won the Hugo SF award, defeating all other challengers. I've watched it over ten times at least! Babylon 5 declares its independence, and an Earthforce Task Force is sent to take control of Babylon 5 by force - and B5 resists!

B5 Vol 27 Light & Dark/Sic Transit Vir \$20.00
Nightwatch terrorists kidnap Delenn, and try to take over B5. A connection does Vir have with 2,000 Narns who appear to have died?

B5 Vol 28 Late Delivery/Ship of Tears \$20.00
Sheridan tries to get the League to help defend B5. The Shadows run a ship of 'weapons systems' near B5, and Bester helps Sheridan to capture it.

B5 Vol 29 Interludes/War Without End Pt 1 \$20.00
Sheridan tries to make the Vorlons attack the Shadows. A time rift opens, and Sinclair, Sheridan, etc must go through the rift, to reach Babylon 4. Learn of the last Shadow War 1,000 years ago.

B5 Vol 30 War Without End Pt 2/Walkabout \$20.00

What are Sinclair and Sheridan planning to do with Babylon 5? Sheridan asks Lyta to help attack a Shadow ship. \$20.00
B5 Vol 31 Gray 17 is Missing/Rock Cried Out \$20.00
 Naroon tries to stop Delenn from taking over the Rangers/Londo plans to have Lord Refa removed from power.
B5 Vol 32 Shadow Dancing/Z'ha'Dum \$20.00
 Sheridan leads a huge battlefleet to attack a Shadow fleet. Sheridan goes alone to Z'ha'Dum to meet with the Shadows.

Season Four

B5 Vol 33 Hour of the Wolf/Whatever Happened \$20.00
 Londo learns that Emperor Centarus is insane, and plans to offer the Shadows refuge on Centarus Prime. Sheridan meets Lorian/G'Kar goes looking for Garibaldi.
B5 Vol 34 The Summoning/Apotheosis \$20.00
 Sheridan and Lorian return to Babylon 5, as does Garibaldi. The Vorlons go on the rampage, destroying whole worlds. Sheridan makes plans to stop them. Lorian and the Shadows, while Londo plans to assassinate Centarus.
B5 Tape 35 The Long Night/Into the Fire \$20.00
 Vorlon killer fleets close on Centarus Prime and Coranians Six. Sheridan sends Lorian and Ivanova to find more First Ones. Sheridan leads the entire Alliance fleet to oppose the Vorlons and Shadows at Coranians Six. Molari makes plans.
B5 Tape 36 Epiphanies/The Illusion of Truth \$20.00
 The Shadow war is over, but Earthgov now threatens B5. Bester arrives with information in exchange for a personal favour. ISN reports come to B5, wanting to know the truth.
B5 Tape 37 Atonement/Racing Mars \$20.00
 Delenn recalled to Minbar and we learn in great detail the beginning of the Earth-Minbari war. Sheridan contacts the Mars resistance. Marcus & Franklin go to Mars, but a traitor is in their midst. Garibaldi agrees to help kidnap Sheridan.
B5 Tape 38 Lines of Comm/Conflicts of Interest \$20.00
 Delenn goes up against the Drakh, evil allies of the Shadows, while Franklin & Marcus work with the Mars resistance. Garibaldi conspires against Sheridan. Ivanova begins broadcasts.
B5 Tape 39 Rumors & Lies/Moments of Transit \$20.00
 The religious and warrior castes wage war civil war on Minbar. Delenn tries to stop it by challenging the leader of the warriors to an ancient ritual. Earthgov murders 10,000 innocent civilians.
B5 Tape 40 No Surrender/Exercise of Powers \$20.00
 Sheridan leads the White Star Fleet to engage 6 Earthforce Omega destroyers, & Londo makes an offer to G'Kar. Garibaldi goes to Mars, and Sheridan begins planning for battle on Mars.
B5 Tape 41 Face of the Enemy/Real Time \$20.00
 In the midst of conflict, Garibaldi tricks and captures Sheridan, giving him over to Earthgov. Bester then makes his move. Sheridan is interrogated and tortured on Mars.
B5 Tape 42 Darkness & Light/Endgame \$20.00
 The Mars resistance tries to rescue Sheridan, while Ivanova learns of a fleet of new Omega Destroyers with Shadow technology. She leads the White Star Fleet to engage them. Now free, Sheridan leads the fleet to fight for Mars and Earth, but President Clark will not give in easily. He prepares for scorched earth.
B5 Tape 43 Rising Star/Deconstruct \$20.00
 Earth has been liberated from Clark, but now a court martial looms over Sheridan. Ivanova reflects. The second episode is a glimpse of the next million years.

Season Five

B5 Tape 44 No Compromises/Londo's Long Night \$20.00
 The new Captain Elizabeth Lachley takes over Babylon 5 while an assassin prepares to kill President Sheridan. Londo has a heart attack and must face his crimes before he can recover.
B5 Tape 45 Paragon of Animals/Gallery View \$20.00
 Sheridan tries to force the younger races into an alliance. The White Star fleet go into action against unknown enemies. Then a new alien race attacks Babylon.
B5 Tape 46 Learning Curve/Strange Relations \$20.00
 A new Ranger recruit is singled out by a crime syndicate on B5. Garibaldi distrusts the new Captain. Best comes to B5, while G'Kar becomes Molari's bodyguard.
B5 Tape 47 Secrets of the Soul/Blind Kingdom \$20.00
 Franklin discovers a sinister secret kept by an alien race. Byron and Lyta discover a terrible secret about the Vorlons & telepaths.
B5 Tape 48 Telepaths Tragedy/Day of the Dead \$20.00
 The rogue telepaths on B5 split, and half of them go on the warpath. The Brakiri hold a strange festival that results in the dead visiting several of the key B5 characters.
B5 Tape 49 Release date is November 1st \$20.00
B5 Tape 50 Release date is November 1st \$20.00

Babylon 5 Telemovies

B5 In the Beginning Telemovie \$20.00
 Set ten years before the pilot episode of Babylon 5. A human exploratory fleet approaches the Minbari borders and blunders into a Minbari fleet. Misunderstanding leads to a disaster that almost destroys the human race. What can save humanity? (I strongly advise that you do not watch this telemovie until you have watched all episodes in Seasons 1 to 5, otherwise you will spoil it for yourself, by learning the answers to many of the mysteries.)
B5 Thricepace Telemovie \$20.00
 This telemovie is so good I watched it three times in four weeks! Set in 2261. While on long range patrol, a squadron of Starfuries from Babylon find an ancient artifact drifting through hyperspace. Over a mile long and more than one million years old, they tow it back to Babylon 5 and try to work out what it is. Meanwhile, people all over the station begin having wonderful or horrific dreams.
B5 River of Souls Telemovie \$20.00
 The Soul Hunters have a terrible secret. 1 billion souls wrongfully imprisoned for 10,000 years. Now someone has stolen them and fled to Babylon 5. Martin Sheen plays the Soul Hunter coming to retrieve them, but as a billion enraged souls erupt on to Babylon 5, all hell breaks loose. Dazzling special effects.
B5 A Call to Arms Telemovie \$20.00
 I'm working a little on guess-work here but this telemovie appears to be about Babylon 5 around 2280, ie, 20 years in the future, before Sheridan's death. Appears to focus on the Alliance's war with the Allies of the Shadows, perhaps the Drakh. Release date is November 1st, so more details next catalog.

Star Trek Videos

Star Trek Next Generation TV Series

(Please allow 1 to 3 weeks for delivery)

STNG V1 Encounter at Fairpoint \$20.00
 STNG V2 Naked Now/Code \$20.00
 STNG V3 Last Outpost/Where \$20.00
 STNG V4 Lonely Among/Justice \$20.00
 STNG V5 Battle/Hide & Q \$20.00
 STNG V6 Haven/Big Goodbye \$20.00
 STNG V7 Datalore/Angel One \$20.00
 STNG V8 110001001/Too Short a Sea \$20.00
 STNG V9 When Bough Breaks/Horne Soil \$20.00
 STNG V10 Coming Age/Heart of \$20.00
 STNG V11 Arsenal/Symbiosis \$20.00
 STNG V12 Skin of Evil/Paris \$20.00
 STNG V13 Conspiracy/Neutral Zone \$20.00
 STNG V14 Child/Where Silence \$20.00
 STNG V15 Elementary Data/Outraguous \$20.00
 STNG V16 Loud as Whis/Schizoid \$20.00
 STNG V17 Unnatural/Matter of Honor \$20.00

STNG V18 Measure of Man/Dauphin \$20.00
 STNG V19 Contagion/The Royale \$20.00
 STNG V20 Time Squared/Icarus \$20.00
 STNG V21 Pen Pals/Q Who \$20.00
 Q Who is my favorite episode - it features the Federation's first encounter with the Borg.
 STNG V22 Samaritan/Up Ladder \$20.00
 STNG V23 Manhunt/Emissary \$20.00
 STNG V24 Peak Perf/Shades of Grey \$20.00
 STNG V25 Evolvers/Command \$20.00
 STNG V26 Survivors/Watchers? \$20.00
 STNG V27 Bonding/Booby Trap \$20.00
 STNG V28 Enemy/Price \$20.00
 STNG V29 Vengeance/Fac/Defector \$20.00
 STNG V30 Hunted/High Ground \$20.00
 STNG V31 Deja Q/Matter of Perspective \$20.00
 STNG V32 Yesterday's Enterprise/Offspring \$20.00
 Yesterday's Enterprise sees the Enterprise D on exploration duties, when they suddenly encounter a time rift, from which emerges the Enterprise C. Immediately, the present is changed, and the Federation is at war with the Klingon Empire - billions have died so far. And only Guinan notices that something is wrong.
 STNG V33 Sins of Father/Allegiance \$20.00
 STNG V34 Captain's Holiday/Tin Man \$20.00
 STNG V35 Hollow Pursuits/Most Toys \$20.00
 STNG V36 Sarek/Manage A Troi \$20.00
 STNG V37 Transfigured/Best of Both Worlds 1 \$20.00
 Best of Both Worlds Parts 1 and 2 sees a Borg cube ship invade Federation space. The Enterprise is dispatched to try and delay its progress while a Federation battlefleet is assembled to meet it closer to Earth.
 STNG V38 Best of Both Worlds 2/Family \$20.00
 STNG V39 Brothers/Suddenly Human \$20.00
 STNG V40 Remember Me/Legacy \$20.00
 STNG V41 Reunion/Future Imperfect \$20.00
 STNG V42 Final Mission/The Loss \$20.00
 STNG V43 Data's Day/The Wounded \$20.00
 STNG V44 Devil's Due/Clues \$20.00
 STNG V45 First Contact/Galaxy's Child \$20.00
 STNG V46 Night Terrors/Identity Crisis \$20.00
 STNG V47 The Nth Degree/Opid \$20.00
 STNG V48 The Drum Head/Half a Life \$20.00
 STNG V49 The Host/A Mind's Eye \$20.00
 STNG V50 In Theory/Redemption Part 1 \$20.00
 STNG V51 Redemption Part 2/Darmok \$20.00
 STNG V52 Ensign Ro/Silicon Avatar \$20.00
 STNG V53 Dissenter/The Game \$20.00
 STNG V54 Unification Parts 1 & 2 \$20.00
 STNG V55 Matter of Time/New Ground \$20.00
 STNG V56 Hero Worship/Violations \$20.00
 STNG V57 Masterpiece Soc/Conundrum \$20.00
 STNG V58 Power Play/Ethics \$20.00
 STNG V59 The Outcast/Cause & Effect \$20.00
 STNG V60 The First Duty/Cost of Living \$20.00
 STNG V61 Perfect Mate/Imaginary Friend \$20.00
 STNG V62 I, Borg/The Next Phase \$20.00
 STNG V63 Inner Light/Time's Arrow Pt 1 \$20.00
 STNG V64 Time's Arrow Pt 2/Realm of Fear \$20.00
 STNG V65 Man of the People/Relics \$20.00
 STNG V66 Schisms/True Q \$20.00
 STNG V67 Rascals/A Fistful of Data \$20.00
 STNG V68 Quality of Life/Chain of Command 1 \$20.00
 STNG V69 Chain of Command 2/Ship in Bottle \$20.00
 STNG V70 Aquiel/Face of the Enemy \$20.00
 STNG V71 Tapestry/Birthing Pt 1 \$20.00
 STNG V72 Birthing Pt 2/Starship Mine \$20.00
 STNG V73 Lessons/The Chase \$20.00
 STNG V74 Frame of Mind/Suspicious \$20.00
 STNG V75 Rightful Heir/Second Chances \$20.00
 STNG V76 Time Skip/Descent Pt 1 \$20.00
 STNG V77 Descent Pt 2/Liaisons \$20.00
 STNG V78 Interface/Gambit Pt 1 \$20.00
 STNG V79 Gambit Pt 2/Phantasms \$20.00
 STNG V80 Dark Page/Attached \$20.00
 STNG V81 Force of Nature/Inheritance \$20.00
 STNG V82 Parallels/The Pegasus \$20.00
 STNG V83 Home/ward/Sub Rosa \$20.00
 STNG V84 Lower Decks/Thine Own Self \$20.00
 STNG V85 Masks/Eye of the Beholder \$20.00
 STNG V86 Genesis/Journey's End \$20.00
 STNG V87 First Born/Bloodlines \$20.00
 STNG V88 Emergence/Pre-emptive Strike \$20.00
 STNG V89 All Good Things Pt 1 & 2 \$20.00
 STNG3046 The Borg Collective \$60.00
 Contains all the Borg episodes, Q Who? Best of Both Worlds, I, Borg, and Descent.

Star Trek Deep Space 9 TV Series

(Please allow 1 to 3 weeks for delivery)

DS9 V1 Emissary \$20.00
 DS9 V2 Past Pro/Man \$20.00
 DS9 V3 Babel/Captive \$20.00
 DS9 V4 O-Less/Dax \$20.00
 DS9 V5 Passenger/Move \$20.00
 DS9 V6 Nagus/Vortex \$20.00
 DS9 V7 Battle/Story \$20.00
 DS9 V8 Progress/Wishes \$20.00
 DS9 V9 Forsaken/Dramatis \$20.00
 DS9 V10 Duet/In the Hands \$20.00
 DS9 V11 Homecoming/Circ \$20.00
 DS9 V12 Siege/Invasive \$20.00
 DS9 V13 Cardassians/Melora \$20.00
 DS9 V14 Rules Acq/Necc Evil \$20.00
 DS9 V15 Second Sight/Sanctuary \$20.00
 DS9 V16 Rivals/Alternate \$20.00
 DS9 V17 Armageddon/Ghost/Whispers \$20.00
 DS9 V18 Playing God/Profit & Loss \$20.00
 DS9 V20 Blood Oath/Maquis Part 1 \$20.00
 DS9 V21 Maquis Part 2/The Wire \$20.00
 DS9 V22 Crossover/The Collaborator \$20.00
 DS9 V23 Tribunal/The Jem'Hadar \$20.00
 DS9 V3.01 The Search Pt 1 and Pt 2 \$20.00
 DS9 V3.02 House of Quark/Equilibrium \$20.00
 DS9 V3.03 Second Skin/Abandoned \$20.00
 DS9 V3.04 Civil Defiance/Meridian \$20.00
 DS9 V3.05 Defiant/Fascination \$20.00
 DS9 V3.06 Past Tense, Pt 1 and Pt 2 \$20.00
 DS9 V3.07 Life Support/Heart of Stone \$20.00
 DS9 V3.08 Destiny/Prophet Motive \$20.00
 DS9 V3.09 Visionary/Distant Voices \$20.00
 DS9 V3.10 Looking Glass/Improbable \$20.00
 DS9 V3.11 Die is Cast/Explorers \$20.00
 DS9 V3.12 Family Business/Shaker \$20.00
 DS9 V3.13 Facets/The Adversary \$20.00
 DS9 V4.01 Way of the Warrior Pt 1 & Pt 2 \$20.00
 (The best DS9 - Klingons attack DS9!)
 DS9 V4.02 Visitor/Hippocratic Oath \$20.00
 DS9 V4.03 Indiscretion/Rejoined \$20.00
 DS9 V4.04 Little Green Men/Star Ship Down \$20.00
 DS9 V4.05 Sword of Kahless/Bashir \$20.00
 DS9 V4.06 Home Front/Paradise Lost \$20.00

DS9 V4.07 Crossfire/Return to Grace \$20.00
 DS9 V4.08 Sons of Mogh/Bar Association \$20.00
 DS9 V4.09 Accession/Rules of Engagement \$20.00
 DS9 V4.10 Hard Time/Shattered \$20.00
 DS9 V4.11 The Muse/For the Cause \$20.00
 DS9 V4.12 To the Death/Quickening \$20.00
 DS9 V4.13 Body Parts/Broken Link \$20.00
 DS9 V5.01 Apocalypse Rising/The Ship \$20.00
 DS9 V5.02 Looking for Par'mach/Nor the Battle \$20.00
 DS9 V5.03 Assignment/Trials & Tribulations \$20.00
 DS9 V5.04 He Who is Without Sin/Things Past \$20.00
 DS9 V5.05 The Ascent/The Rapture \$20.00
 DS9 V5.06 Darkness & the Light/Begotten \$20.00
 DS9 V5.07 For the Uniform/Purgatory's Sh. \$20.00
 DS9 V5.08 By Inferno's Light/Dr Bashir \$20.00
 DS9 V5.09 Simple Investigation/Business As U. \$20.00
 DS9 V5.10 Ties of Blood/Ferengi Love Songs \$20.00
 DS9 V5.11 Soldiers of the Empire/Children of T. \$20.00
 DS9 V5.12 Blaze of Glory/Empok Nor \$20.00
 DS9 V5.13 In the Cards/A Call to Arms \$20.00
 DS9 V6.01 A Time to Stand/Rocks & Shoals \$20.00
 DS9 V6.02 Sons & Daughters/Behind the Lines \$20.00
 DS9 V6.03 Favor the Bold Pt 1 and Pt 2 \$20.00
 DS9 V6.04 You are Cordially Invited/Resurrect. \$20.00
 DS9 V6.05 Statistical Probabilities/Mag Ferengi \$20.00
 DS9 V6.06 Waltz/Who Mourns for Morn \$20.00
 DS9 V6.07 Far Beyond the Stars/One Little Ship \$20.00
 DS9 V6.08 Honor Among Thieves/Changes of. \$20.00
 DS9 V6.09 Wrongs Darker/Inquisition. \$20.00
 DS9 V6.10 Pale Moonlight/His Way \$20.00
 DS9 V6.11 The Reckoning/Valiant \$20.00
 DS9 V6.12 Profit & Loss/Time's Orphan \$20.00
 DS9 V6.13 The Sound of Her Voice \$20.00
 DS9 V7.01 Image in the Sand/Shadows \$20.00
 DS9 V7.02 Afterimage/Take Me to Holosuite \$20.00
 DS9 V7.03 Chrysalis/Treachery, Faith \$20.00
 DS9 V7.04 Unto the Breach/Siege of AR-558 \$20.00
 DS9 V7.05 Covenant/It's Only a Paper Moon \$20.00
 DS9 V7.06 Prodigal Daughter/Emperor's Cloak \$20.00
 DS9 V7.07 Field of Fire/Chimera \$20.00
 DS9 V7.08 On Sale beginning of August \$20.00

Star Trek Voyager TV Series

(Please allow 1 to 3 weeks for delivery)

STV V1.1 Caretaker \$20.00
 STV V1.2 Parallax/Time and Again \$20.00
 STV V1.3 Phase/The Cloud \$20.00
 STV V1.4 Eye of the Needle/Ex Post Facto \$20.00
 STV V1.5 Emanations/Prime Factors \$20.00
 STV V1.6 State of Flux/Heroes & Demons \$20.00
 STV V1.7 Cathexis/Faces \$20.00
 STV V1.8 Jetrel/Learning Curve \$20.00
 STV V1.9 Slingshot/Projections \$20.00
 STV V1.10 Twisted/The 37s On \$20.00
 STV V2.1 Initiations/Nonsequitur \$20.00
 STV V2.2 Parturition/Persistence of Vision \$20.00
 STV V2.3 Tattoo/Gold Fire \$20.00
 STV V2.4 Maneuvers/Resistance \$20.00
 STV V2.5 Prototype/Alliances \$20.00
 STV V2.6 Threshold/Held \$20.00
 STV V2.7 Dreadnought/Deathwish \$20.00
 STV V2.8 Lifesigns/Investigations \$20.00
 STV V2.9 Deadlock/Innocence \$20.00
 STV V2.10 The Thaw/Tuvix \$20.00
 STV V2.11 Resolutions/Basics Part 1 \$20.00
 STV V3.01 Basics Pt 2/Flashback \$20.00
 STV V3.02 The Chute/The Swarm \$20.00
 STV V3.03 False Prophets/Remember \$20.00
 STV V3.04 Sacred Ground/Futures End \$20.00
 STV V3.05 Futures End Pt 2/Warlord \$20.00
 STV V3.06 The Q and the Grey/Macrocosm \$20.00
 STV V3.07 Fast Trade/Alter Ego \$20.00
 STV V3.08 Code/Blood Fever \$20.00
 STV V3.09 Unity/Darkling \$20.00
 STV V3.10 Rise/Favorite Son \$20.00
 STV V3.11 Before & After/Real Life \$20.00
 STV V3.12 Distant Origin/Displaced \$20.00
 STV V3.13 Worse Case Scenario/Scorpion Pt 1 \$20.00
 Scorpion Pt 1 and 2 are the best STV made. The Voyager flies into Borg space, and finds the Borg being exterminated by a deadly new species, which soon turns its attention to the Voyager. A Borg female joins the Voyager crew and previously sworn enemies now co-operate.
 STV V4.01 Scorpion Pt 2/The Gift \$20.00
 The female Borg joins the Voyager in The Gift.
 STV V4.02 Day of Honor/Nemesis \$20.00
 STV V4.03 Revulsion/Raven \$20.00
 STV V4.04 Scientific Method/Year in Hell Pt 1 \$20.00
 STV V4.05 Year in Hell Pt 2/Random Thoughts \$20.00
 STV V4.06 Concerning Flight/Mortal Coil \$20.00
 STV V4.07 Waking Moments/Message in Bottle \$20.00
 STV V4.08 Hunters/Prey \$20.00
 STV V4.09 Retrospect/Killing Game Pt 1 \$20.00
 STV V4.10 Killing Game Pt 2/Vis A Vis \$20.00
 STV V4.11 Omega Directive/Unforgettable \$20.00
 STV V4.12 Living Witness/Demon \$20.00
 STV V4.13 One/Hope and Fear \$20.00
 STV V5.01 Night/Drone \$20.00
 A freakish transporter accident creates a lone borg male onboard the Voyager - with 26th Century technology! This is one of the best Borg episodes I've seen.
 STV V5.02 Extreme Risk/In the Flesh \$20.00
 STV V5.03 Once Upon a Time/Timeless \$20.00
 STV V5.04 Infinite Regress/Nothing Human \$20.00
 STV V5.05 Thirty Days/Counterpoint \$20.00
 STV V5.06 Latent Image/Bride of Chaotica \$20.00
 STV V5.07 Gravity/Bliss \$20.00
 STV V5.08 Dark Frontier 1 & 2 \$20.00
 In my opinion, this is a better Borg 'movie' than First Contact. Voyager wants to steal a trans-warp drive from the Borg, but a Borg queen has plans of her own for Seven of Nine. Excellent

Various Other Movies

(Please 1 to 3 weeks for delivery)

CIC1726 Deep Impact (M) Sci-Fi \$25.00
 CIC11180 Zulu Widescreen (PG) Historical \$25.00
 CIC1638 Event Horizon (MA) Sci-fi horror \$25.00
 CIC1076 Hunt for Red October (PG) \$25.00
 CIC1001 Indiana Jones, Raiders of Lost Ark \$25.00
 CIC1032 Indiana Jones, Temple of Doom \$25.00
 CIC1068 Indiana Jones & the Last Crusade \$25.00
 CIC1176 War and Peace (G) Historical \$30.00
 PES99292 Battle of Britain (G) \$20.00
 PES11086 Battle of the Bulge (PG) Historical \$20.00
 PES15997 Blade Runner (M) Director's Cut \$30.00
 PES20008 Blade Runner (M) Original \$20.00
 PES15297 Eraser - Widescreen (MA) \$25.00
 PEV11181 Mad Max 2 - Road Warrior (M) \$25.00
 PEV11519 Mad Max 3 Beyond Thunder (M) \$25.00
 PES15331 Sphere (M) Sci-Fi \$30.00
 PES55111 Tank Girl (M) Sci-Fi \$15.00
 Starship Troopers (Widescreen) MA \$25.00
 Starship Troopers (Normal TV) MA \$25.00

Wargames

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Complexity Key

Basic Games

(Introductory Level)

Intermediate

(Still good for beginners)

Advanced Games

(Veteran gamers only)

Master Games

(Too many rules)

Solitaire Suitability

Totally Unsuitable For Solitaire Play

#

Fairly Suitable For Solitaire Play

##

Highly Suitable For Solitaire Play

###

Can Only Be Played Solitaire

####

Company Codes

ADG Australian Design Group
COA Clash of Arms
FAS FASA Corp.
GDW Game Designers Workshop
GRD Games Research & Design
JED Jedko Games
SDI Simulation Design Inc.
S&T S & T Magazine
TAS Task Force Games
VIC Victory Games
WES West End Games

AH Avalon Hill
COM Command Mag (XTR)
GAM Games Workshop
GMT Not Get More Tanks!
IRO Iron Crown Enterprises
MB Milton Bradley Games
STE Steve Jackson Games
SUP Supremacy Games
TGI The Gamers Inc
WGW World Wide Wargames
WIZ Wizards of the Coast

Beginner's Games

JED Basic Training

This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. \$1.00

JED Beginner's Guide to Strategy Gaming

A more comprehensive 55 page introductory book dealing with rules terminology & counter symbology, notes on solitaire play, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules. \$3.00

JED Field Marshal

A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, armor, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. \$20.00

Ancient & Medieval Era

AH Age of Renaissance

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civility. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22"x32", three counter sheets, score pads, 64 history cards, etc. \$109.95

Xeno Alexander's Generals

A magnificent game from Xeno Games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Xenon*. For 2-6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The 60 province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up troops, skirmishers, garrisons and trimines. Rules are simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10, 23"x25" color map, 352 color stand-up counters, 60 province cards, 4 D10 dice. \$65.00

OUT BOSWORTH

For 2-4 players, who battle until the last King controls Bosworth Field, site of the last battle of the War of the Roses in 1485. Each player has 16 cards, each of which moves exactly as a chess piece. However, traditional chess strategies will only go part of the way to developing a successful strategy. With mounted mapboard. \$40.00

GMT CAESAR: CONQUEST OF GAUL

Using GMT's Great Battles of History rules system, this game contains 840 counters of Romans and Gauls, two 22"x34" maps, eight Roman legions, ten different tribes of barbarians, war galleys, sail ships and transports, a much simplified command system, the three major land battles of the war, the feared Germanic cavalry. \$99.00

AH Civilization

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 2500BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce; this trade b/n empires fosters social & technological growth. \$85.00

Advanced Civilization

Box set containing a 48-page rulebook & game's guide, additional civilization (8 new) & commodity cards, 4 new calamities, eight-player games, pillage, enhanced card attributes, simplified trading, etc! \$65.00

RGG El Caballero

On to the New World! Leave the Spanish mainland behind and set sail to discover the New World. This time your trusty Caballeros help you to control the islands and the sea of this new land. Both land and sea may contain special treasures. Once new islands and lands have been discovered, players rush their Caballeros to the most valuable areas to claim them. They cautions to protect against enemy attacks and build ships to support trade and fishing. This version includes governors and Grandes. With 40 colorful tiles, 52 power cards, 48 area tiles, 16 ship tokens, 16 castle tokens, 4 wooden blocks for leaders, rules, etc. \$37.00

RGG El Grande

Spain in the middle ages. It is a time of awakening. The position of the king is secure, but the high aristocrats, the Grandes, look to expand their influence. Their primary weapons are the attendants to the king, the Caballeros. Each Grande has his favorites, recruited from the provinces, which he deploys to accumulate the power he so desires. Fencing, not with the sword, but with cunning and deceit, the Grandes struggle for power, sending the Caballeros openly into the regions and secretly to the Castillo. With 160 wooden playing pieces, over 100 cards, mounted mapboard, etc. \$74.00

HAN Euphrat & Tigris

A game of great struggle wherein four kingdoms attempt to develop commerce, religion, political might and food. A balance of co-operation and conquest, coup coercion, only one kingdom will reign supreme in the end. Includes the cities Ur, Nineveh & Babylon, etc. With stunningly beautiful components, including mounted mapboard, 153 civilization tiles, 8 catastrophe tiles, cloth bag, wooden monuments, 16 leader markers, 150 wooden cubes, 10 treasure cubes, etc. \$110.00

AH Hannibal: Rome vs Carthage

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outthinks all others. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good general's decks of cards which bring out events and personalities of the period, 100 cards, mounted 22"x32" mapboard, 132 political counters, 64 units & generals counters, etc. \$80.00

AH History of the World

A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandoning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minocans of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32"x22" mounted mapboard, etc. \$80.00

COA Joan of Arc

This is a popular European boardgame printed in English by Clash of Arms. For 3-6 players, ages 10 and up. For just over one hundred years England and France battled over who would sit on the French throne. Even within France itself factions developed. From this struggle heroes such as the Black Prince and Joan of Arc emerged. Long sieges followed short campaigns, bands of mercenaries mannaed across the countryside. Famine and plague made matters worse. With a large, mounted mapboard, 30 figures including 20 castles and 10 fortresses, 80 cards, 4 counter sheets, etc. \$110.00

GMT Julius Caesar

960 stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Pompey in Africa, with Scipio & a Numidian ally against Caesar, etc! \$90.00

Dictator: Julius Caesar Module #1

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbrs under King Boiorix & Choroena in 86BC, Consul Sulla against Archduces. \$30.00

Jugurta: Julius Caesar Module #2

Has the battles Muthul River 109 BC and Cino 106 BC with Romans versus Numidians. \$36.00

Phalaris: You can't get GMT's Alexander anymore, but for those who have it, this expansion has the battles of Salamis 480 BC & Maritima 207 BC.

Players Guide to SPQR You can't get SPQR anymore, but for those who have it, this is the 72 page player's guide. \$30.00

C31 Magazine Issue #10

The latest C31 has seven new scenarios for Caesar, Driven in Flames campaign module including new color aircraft cards: five new N/Q/R scenarios with over 80 new counters, 60 other new counters. \$14.00

RIO Lionheart (Lowenherz)

The king lies near death and the princes are all vying to succeed him. To do so, a prince must accumulate power. They do this by controlling territories. Each begins with 3 castles, and each turn choose between adding borders around new territories obtained, placing new knights, or saving gold. A visually appealing game with 100 plastic walls, plastic castles and knights. 112 cards, 6 map pieces. \$80.00

SMG Lords of the Renaissance

A game of conquest, trade and guile in Europe and the Middle East from 1460-1499, for 2 to 12 players. Each player starts as a merchant prince or small Duchy, and also acts as either military advisor or treasurer of an empire. Command mapboard, 12 player calendars, 236 cards, 316 counters, 294 rule components in ziplock bag. \$55.00

AH Machiavelli

A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, gammons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22"x32" mapboard, 520 counters. \$70.00

AH Maharaja

A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Brihanna*, each player controls several nationalities. 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. \$65.00

RGG Ra

A stunningly beautiful game that spans 1,500 years of Egyptian history. You seek to expand your power and fame by influencing pharaohs, building monuments, farming on the Nile, paying homage to the gods, advancing the technology of the people - and all for the glory of the Sun God Ra. With board, 16 sun tokens, 180 playing tiles, 48 tables, 1 Ra figure, rules. \$70.00

AH Republic Of Rome

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consulship of Rome. Players meticulously compete for influence & popularity, using means both fair & foul. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs. \$85.00

RGG Samurai

In Samura Japan, there were three forces: peasants, clergy and nobility. The way to power led through the peasants, the clergy, to the nobility. To become a samurai, one had to be supported by one of these three forces, and have strong connections to the other two. These three forces are represented in this game by rice fields, buddhists and high helmets, the pieces made from pleglass. The colorful board comes in four pieces, representing all of Japan. With 39 pleglass playing pieces, 80 tokens, 4 Japanese screens, rules. Looks cute. \$74.00

GAM Samurai Card Game

Becoming a samurai warrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable path of bushido and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3-6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. \$39.95

MB Samurai Swords

Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and claim the seat of Shogun. Only one can succeed! You have three daimyo leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninjas, but be on the watch for those backstabbers! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. Note special price. \$69.95

APL Scotland the Brave

An exciting fast paced board game of William Wallace's campaign against the English in 1297. With a 11"x17" mounted map of southern Scotland and northern England. 140 counters, 8 pages of rules and scenarios, 2-4 hours playing time. \$55.00

AH Successors

The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With 64 playing cards, mutiny, assassins, sieges, naval combat, defections, 3 counter sheets. \$99.00

COA The King's War

A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, 22"x34" map, player aid maps, charts, rules. \$60.00

MAY The Settlers of Catan 2nd Printing

This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. \$75.00

Settlers of Catan 5 & 6 Player Expansion Now five to six players can explore and settle Catan. Allows you to add up to two more opponents without sacrificing ease of play. Has 15 hexagonal region tiles, and in two new colors has 10 wooden settlements, 8 wooden cities, 30 wooden roads, 25 resource cards, etc. \$70.00

The Seafarers of Catan In this expansion, you control a group of seafaring settlers exploring and taming the uncharted Isles of Catan. Build ships, chart nearby waters, establish productive sea lanes, discover far-off mines. With 14 new dice pieces, 24 new hexagons including 12 water and 12 land, 60 wooden ships in four colors, 12 harbor tokens, 18 charts, rules. \$75.00

Seafarers of Catan 5 & 6 Player Expansion Now five to six players can play Seafarers of Catan. Has 30 wooden ships in two new colors, 8 ocean hex tiles, 1 gold field hex tile, 6 victory point tokens, 10 exciting new scenarios. \$40

MAY The Settlers of Catan Card Game

Settle Catan! You begin play with a small principality and two settlements worth two victory points. Victory is achieved when you have 12 points. Just as in the boardgame, the player's job is to embark on a quest to dominate the land. Players can win a victory through clever trading and cunning development. Players use combinations of resources to purchase development cards, road, city elements or cities. Has 120 beautiful cards, special dice, two wooden tokens. Very nice! \$42.50

GMT War Galley

Ancient naval combat! With 560 double sided color counters, two map sheets, one without land, one with, thirteen naval battles are covered, including Lade 494 BC, Salamis 306 BC, Drepanum 249 BC, Actium 31 BC, etc. Has all the great admirals, even Augustus. Has a 1000 piece map, play sequence is maneuver-oriented. Galley cards are rated also for crew, manpower, speed and ram. Special weapons. \$99.00

Napoleonic Era

OSG 1806

Napoleon's Jena-Auerstadt Campaign. Uses Six Days of Glory rules system, nine scenarios from engagements to the full campaign game, two 22"x34" maps, 280 counters. OB displays. Can you as Napoleon defeat the Prussians & Saxons? \$90.00

COA 1807: The Eagles Turn East

1807: The Russians have abandoned Warsaw with the French in hot pursuit. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign is to be launched in the Spring is to have its best chance of success. He orders Larion to cross over, with 400 counters for every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry. \$75.00

Mih A FAMOUS VICTORY

John Churchill, first Duke of Marlborough, was the greatest soldier produced by the British Isles in modern history. This game features his first two stunning victories fought during the War of the Spanish Succession, being: Blenheim in 1704, and Ramillies 1706, two great musketry and bayonet battles. Battalion/regimental units. 720 two sided counters, 22"x24" map (one map on each side). \$75.00

AH Blackbeard

An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, surgery, mutiny, etc. 2 mid mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. \$85.00

GUS BORODINO

Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812. Giving a "miniatures feel", the counters of divisions are 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. With four scenarios, including the full battle. Bold printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" map. \$43.00

COA Close Action - Fighting Ship

The Age of Fighting Ship. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of 1812, & the bitterly contested wars of Napoleon. Range estimation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules. \$70.00

COA Courtisans of Versailles

This is a popular European boardgame printed in English by Clash of Arms. For 3-6 players, ages 8 and up. You are a courier of the court of the French King, act against the backdrop of Versailles. You will successfully play the part of several members of a noble family. You want to acquire honor and wealth by ingratiating yourself with the royal family. But the other players will try to embarrass you and have you sent to Bastille! With 110 cards, 2 figures, game board, etc. \$90.00

S&T193 Crimean War 1854-55

Operational level simulation of the fighting between Russia and the Alliance of European States in 1854-55, which saw the destruction of the Light Brigade and eventual fall of Sevastopol. 280 counters, large color map. \$30.00

AH Empires In Arms

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterized this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade, revenue, Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. Special - \$80.00

Mih Fields of Glory 1709

Great Leaders, Great Battles series, volume 2. Focuses on the battles of Marlborough (Oudenarde 1699 and Malplaquet 1709) and allows you - for the first time - to take a close look at the early bayonetted musket battles! Uses an innovative interactive

sequence of play to portray the importance of command control while simulating the linear rigidity that reinforced the brutality of mass melee. 840 counters. \$50.00

COA Jena ****
1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victory of Jena and Auerstedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 34x22" maps, 420 counters, rules, combat chart, offboard movement track. \$50.00

COA La Bataille de Corunna-Espagnol ****
1809. January 11th. A very much worse-for-worse British army struggles into the port of La Corunna. But what really matters to Sir John is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his fleet to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colored counters, rules, historical commentary, etc. \$30.00

COA La Bataille de les Quatre Bras ****
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Army to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall pine and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. \$70.00

COA Regulations of the Year XXII ****
This rulebook is the standard Rulebook, Fourth Edition, which may be used with all La Bataille games. This rulebook is a guide to tactical warfare in the early Nineteenth Century. Covers all rules, counter types, terrain types, maneuvering, etc. 60 pages + combat charts. \$20.00

COA Leuthen ****
It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Prussian, Austrian, and Silesian survivors against Charles' nearly 60,000 polyglot forces of Austrians, Hungarians, Imperials, Bavarians and Württembergers. This became Frederick's greatest victory. Unit scale is infantry battalions, cavalry regiments, artillery "sections". With rules, 40 page battle rules book, 4 maps, 240 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. \$99.00

COL Napoleon ****
Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuver about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, for Fog of War. \$45.00

OSG Napoleon at Bay ****
It is February 1814, with the outnumbered French holding the river lines. Napoleon cannot be everywhere, and the Allies will soon be at the gates of Paris. With two 22x32" maps, 360 counters, seven scenarios plus 31 turn movement campaign, pitched battles can last many rounds, you can force march in the enemy turn, etc. \$90.00

COA Napoleon at Leipzig ****
His Grande Armée shattered on the Russian Steppe, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most solid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitary or up to 4 players. 360 colorful counters, great maps, etc. \$70.00

S&T187 Risorgimento, Italy 1848 ****
The 4th game in the Wars of the Imperial Age series, the Italian 1848 War began against the Austrian army with the 3 Days of Milan, as the Italians arose in revolution. 2800 counters represent brigades, divisions & corps. Scenarios cover battles fought in 1866, 1848, and 1859. \$30.00

PAR Risk Deluxe **
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. Combat is very simple, merely one die thrown per battle. The game is fun and fast. With a large, colorful mounted mapboard, mission cards, land cards, 340 plastic pieces, etc. \$70.00

Over the Trenches GoBoP, this is a Risk variant that lets you play World War One. Has two large color maps, rules and player aid charts. \$40.00

Over the Trenches Upgrade Set Same as the above except without the maps. \$15.00

GMT Saratoga ****
1777 and the British under General Burgoyne march south from Canada to assault the Americans under Arnold. As the British, do you assault the Americans, prepared positions or try to go around their flank? As the Americans, do you sit in your defenses and wait, or sortie out to meet the British in the woods where their artillery cannot help. Features 5 minute set-up, army morale track, rifle aimed units, leaders, basic, advanced, and optional rules. 88 counters, beautiful 22x34" map. \$55.00

JUM STRATEGO **
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher number, the lower rank is removed. Some ranks kill each other. The Spy is killed by any thing, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below: \$25.00

Stratego Travel \$25.00
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered (1) down to (10) on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact \$30.00
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

Stratego Original \$50.00
This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little conflict with the soldier's piece.

Stratego 4 \$80.00
This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank. You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plastic flag. Canons (you have two) can be fired only once each. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress. \$80.00

DEC The '45 ****
Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detached companies. The map is point to point movement. 352 counters, map, etc. \$55.00

OSG The Emperor's War 1805-1815 ****
One of the best games of Napoleon's battles that I've seen. Features a beautiful full color area-movement map of the whole of Europe, including Turkey, France, Prussia, Austria, Russia, Spain, England, etc. Two to seven players divide up the continent of Europe between 1805-1815. On land, the units represent divisions of cavalry and infantry and massive grand batteries, while at sea each ship represents a squadron of sailing vessels. When opposing land armies meet for battle, the units are deployed on a tabletop, like a small miniatures game. 360 color counters, play aid cards, 22x34" map, game money, etc. \$99.00

DEC The Sun Never Sets ****
Three separate games that the major wars fought by the British to expand their Empire in the 19th Century. Players can march to the far flung frontiers of British civilization, engage vast hordes of natives, and plant the British flag in Khatman, Peking, and Ulundi. The three campaigns are March to Peking, with Britain and France in 1840 taking on the Chinese; Zulu War with the British against the Zulus in 1879; and The

Sudan, with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34x22" maps, 620 counters. \$65.00

GMT The Battles of Waterloo ****
Modern warfare's most famous battle. Do you try to take Hougoumont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios. Features rules with a historical flavour, 400 counters, 3 double printed maps. \$80.00

AH War & Peace ****
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation. Inspired by this outrageous affront to the legitimacy of royalist governments, the European monarchies banded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderately-complex campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components include: 44x16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. \$60.00

COL War of 1812 ****
In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British Territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated settlement. With a full color 32x11" period map with town to town/lake to lake movement system, 50 wooden pieces with a sticker on one face to give fog-of-war, simple rules. \$60.00

AH Wooden Ships & Iron Men ****
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel or multi-ship players can slug it out in a complex fleet engagement. The mechanics utilise ship dice & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22x28" mapboard & 180 counters. Recommended! \$60.00

American Civil War

SG Bloodiest Day: Battle of Antietam ****
Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point* of *Antietam* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps commanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 176 counters, represent this hard fought battle in 1862, which sees the end of Lee's invasion of the North. \$60.00

COL Bobby Lee ****
Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. \$60.00

GMT Glory ****
Covers three battles. First Manassas, Second Manassas and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions, highly suited to solitary play, and all battles occur on single maps. 400 counters, 2 22x34" maps. \$70.00

COA Lees Takes Command ****
A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event hastened Union losses of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Includes a 22x34" map, 240 counters, two rulebooks, player aid cards. \$70.00

AH On to Richmond ****
The 6th in the Great Campaign series. The Civil War has been raging for over a year and neither side is close to a victory. This game covers the Peninsula Campaign, April - June 1862. Includes 8 scenarios and an entire campaign. \$80.00

COA Summer Storm ****
Recreates the climactic week of action that decided the month and a half long Gettysburg campaign in 1863. With a unique system of command points and divisional activation chips. With four lovely hand painted tactical maps making a total area of 51x44", with two double-sided operational maps, each 17x22", 980 counters, full color order of battle charts, scenarios, historical commentary. \$130.00

COA The Army of the Heartland ****
During the four bloody years of the American Civil War, many of the most important campaigns occurred in the West. In addition to the battles fought in the Shiloh peach orchard, the fruitless victory at Chickamauga, with over 90 individually named leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. \$60.00

SG They Met at Gettysburg ****
Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point* of *Antietam* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps commanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 352 counters represent this three day battle, the bloodiest ever fought in America, which saw the defeat of the Confederate army. \$60.00

World War One

COA Africa 1880 **
A stunning boardgame by Clash of Arms. Relive the African colonial adventure! Between 1880 and 1914, European nations fiercely pined to gain control of the "dark continent". Each player represents a nation exploring and colonizing Africa. The success of their adventures, however, has more to do with intrigue in the luxurious parlors of the embassies than hacking through the jungle. Negotiating alliances and declaring war are what change the face of the world! With 22 resin-cast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nice, simple rules! \$100.00

AH Diplomacy **
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out riches for themselves in pre-WWI Europe. The game's die-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. \$65.00

COA Home Before the Leaves Fall ****
This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario booklets. \$124.95

MIH In Flanders Fields 2nd Battle of Ypres ****
Focuses on the Second Battle of Ypres in 1915 when the German launched a terrible attack upon French, Belgian and British forces. Suitable for solo and multiplayer gaming. 22x30" map, 280 counters, 36 page rulebook, and a historical guide with articles by eyewitnesses, game design notes, etc. No box. \$60.00

MIH Lodz 1914 ****
An operational simulation of the clash between German and Russian armies in Poland during November and December of 1914. Both German and Russian armies manoeuvred frantically attempting to encircle each other. With 22x34" map, 720 counters, rules, four player aid cards. Boxed \$110.00. Unboxed \$90.00

SMG Luftschiff ****
The player controls the crew of a Zeppelin over Britain, Europe, or Africa during the first World War. Each game is a single bombing run, and as the campaign progresses,

enemy resistance increases, with new rules and advanced defenses being used. Second rate components in ziplock bag. \$32.00

GRD March to Victory ****
This war to and all wars was fought in the dawn of new technology that laid waste to vast empires and their armies. Virtually all our modern weapons were first used in this war. The tactics were not. Mass attack resulted in mass destruction. The Great War with Europe runs from 1914 to 1916, on the Western Front 16 miles to a box, two week turns, naval and air power is represented. Basic formation is at divisional level with regiments, brigades and battalions. Two half maps, one full map, 3 3/64 counters of German, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers, Entente and Neutral OB boxes. Lots of scenarios. Off maps strategic operations. \$185.00

COM Mason-Dixon ****
Contains large color map plus 538 counters to let you explore the possibilities of the USA fighting the Confederates in either 1917, 1940, or 1995. There are counters for all three possibilities. Also contains 352 counters and map (the reverse side) to represent a 1995 war in the Balkans. \$40.00

SMG Pancho Villa **
A different style of wargame. One player controls the American punitive expedition to punish Pancho Villa and his four regiments of bandits. The Americans have repeater-armed cavalry, three troops of volunteers in flimsy trucks, a couple of machine guns, etc. Second rate components in ziplock bag. \$22.50

GMT Paths of Glory 1914-1918 ****
Step into the shoes of the monarchs and marshals who triumphed and bungled from 1914 - 1918. At the heart of this strategic game are 110 strategy cards, being Mobilization, Limited War and Total War cards. Cards cover Landships, Zeppelin Raids, Grand Flats, Flamethrowers, etc. Movement system is point to point of all of Europe. 316 counters, 11 maps, 34x22" map. \$90.00



S&T180 Reinforce the Right! 1914 **
A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other France, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany. \$27.00

AH Richthofen's War **
All the drama and action of aerial combat over France during WWI. Each player controls one airplane, attempting to shoot down opponents on the way to becoming an ace. Each aircraft is unique in its own performance. With 22x34" color mapboard of France, 180 counters, rules, scenarios, aircraft status pad. \$55.00

AP The Great War at Sea Vol I ****
This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austria-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios recreate naval actions in the Mediterranean, and range from small actions to a massive campaign game covering the whole war in that theater. With 8 pages of rules, 280 1/2 inch counters and 180 1" counters, three maps. Fantastic. \$80.00

AP The Great War at Sea Vol 2 ****
The complete World War I Northern Sea War, including the North and Baltic Seas. With stunningly beautiful counters. For four long years the British and German fleets warily eyed one another across the cold, chilly gray of the North Sea. Only once they came to blows. Can you break the deadlock of the Great War in a single afternoon? Flexits maneuver on the strategic map, and battle on the battle map. With more than 50 scenarios including the Battle of Jutland, 670 counters, 8 pages of rules, etc. \$95.00

AP The Great War at Sea Plan Orange ****
What would have happened if the USA and Japan had gone to war in the early 1930s? When their carriers were equipped with bi-planes only? The US developed the Navy Plan Orange to deal with such an eventuality. Now you can pit the 1930 US and Japanese fleets against each other and find out what would have happened. Scenarios include small engagements up to a full sized battle. With 210 stunning counters, 2 maps, 8 pages rules, 12 page scenarios. \$60.00

S&T192 The Great War in the East 1914-18 ****
The battles that raged on the Eastern and Italian fronts of World War I had effects so broad and far reaching that they are felt in the world today. The result of these battles of four years of total warfare was that the great imperial hegemonies - German, Austro-Hungarian, Russian and Ottoman - were dead, and that from their ashes was to emerge communism, fascism and the origins of decades of conflict. With a beautiful map and 400 back printed counters. \$36.00

AP The Russo-Japanese War 1904-5 ****
A Great War at Sea game. This was the most decisive naval battle of the 20th century, which saw the decline of the Czar and rise of the Emperor. With 25x35" strategic map, 25x25" tactical map, historical scenarios, what-if scenarios, just 8 pages of rules and 12 pages of scenarios. 210 beautiful counters. \$75.00

PAN Warlords ****
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-riven provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. \$2.00

World War Two

AH Atlantic Storm ****
From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both players fight battles over 20 convoys that sail in each game. The one Atlantic shipping network with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules. \$54.00

MB Axis & Allies ****
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. \$90.00

The World At War By Xeno Games ****
This is a deluxe Axis & Allies expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rules may be used with either 1st or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see when all the countries etc are. More territories have been added, the Germans can build SS troops, there are rules for cruisers, and the Japanese can do Banzi charges. There are rules for paratroopers, and bowmen! Those minor countries are now fully armed! \$75.00

A&A Accessories By Table Tactics, contains 275 new plastic pieces and instructions. New pieces include heavy fighters, jets, jetfighters, land mines, landing craft, superbombers, V2 rockets \$60.00

Central Powers By Table Tactics, contains 200 new plastic pieces and instructions. New pieces include MGs, artillery, AT guns, WWI tanks, HLF tanks, cruisers and destroyers. \$60.00

Europe 1483 Variant Set in Europe 1483 AD, players assume control of one of 16 different kingdoms for control of Europe, Middle East, North Africa, HLF 28"x34" map, 16 page rules, 2 sheets of unit-counters. Low quality. \$40.00

Middle East Combat A hypothetical war in the Middle East, between the USSR and Iraq, with formidable armor and naval forces, against Iran, Turkey, and Saudi-Arabia. Includes full color map, random event tables, modern weapons. \$40.00

New World Order By Table Tactics, contains 200 new plastic pieces and instructions. New pieces are for modern day combat, including helicopters, jet fighters, tanks, APCs, hovercraft, etc. \$60.00

Spanish Civil War This variant includes two light card B&W maps of Spain, plus limited rules. You need A&A pieces and rules to use. \$20.00

JED Europe at War ****
A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to 45. Features 282 counters representing leaders, infantry, armor, aircraft, etc. plus 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. \$20.00

XEN Europe at War ****
By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of Axis & Allies. With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple. The game starts in 1939, with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology: you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24x36" map, 70 mini poker chips. Very thoroughly recommended! \$80.00

GMT INVASION SICILY 1943 ****
Step into the shoes of Patton and Montgomery to lead Allied forces into Sicily in the largest Allied amphibious invasion in WWII. The Germans resisted the Allies for six weeks before being overwhelmed. Can you do better? With four scenarios, and the option to use different invasion strategies. 240 counters, 22x34" map. \$60.00

DEC Kreig! 2nd Ed ****
Super deluxe second edition of Krieg! 560 counters, 153 strategic option cards, 10 player aid cards, scenarios, a scenario generating system. \$160.00

AH Squad Leader 4th Edition ****
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards. Includes 12 scenarios, plus comprehensive skirmish rules. \$70.00

Cross of Iron An east-front expansion for Squad Leader that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, on 8"x22" mapboard. 1096 counters. \$55.00

Crescendo of Doom Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, 1324 counters. \$65.00

GI: Anvil of Victory Is the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios. 1568 counters, 5 mapboards, and some terrain overlays. \$80.00

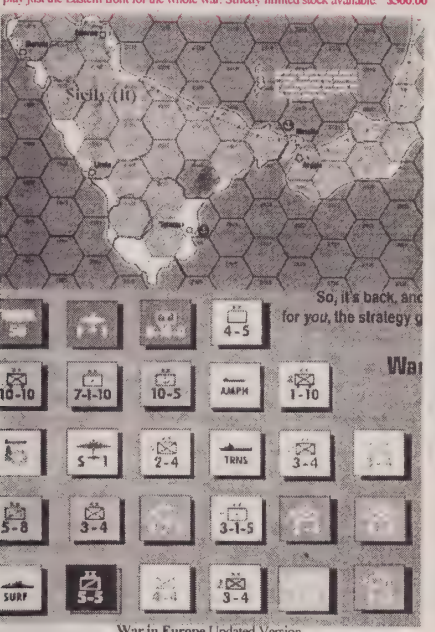
COL Victory: The Blocks of War **
An absolutely stunning new game from Columbia Games, using their excellent wooden blocks to create fog-of-war. Featuring a mythical map, this is a fast paced strategy game. You command a variable force of army, navy, and air units, over four geographic maps that can be joined together in a variety of ways. You can choose from ten WW2 unit types including fighters, bombers, carriers, battleships, armor and infantry, 100 wooden counters with great new graphics. 4 16"x11" mapboards. Each wooden block has 4 steps, each being one division, 100 plastic battleship, etc. \$75.00

Victory: Desert/Canal Mapset Contains a desert map and a canal map. Each full color mapboard is geoprime and 16"x11". \$18.00

Victory: Island Mapset Contains two island maps, each with two coasts. Each full color mapboard is geoprime and 16"x11". \$18.00

Victory: Ocean Mapset Contains two ocean maps, one with islands, the other with two coasts. Each full color mapboard is geoprime and 16"x11". \$18.00

DEC War in Europe Updated Version ****
War in Europe is the largest wargame to be published. It simulates the war in Europe from 1939 - 45 at division/corps level. There are nine stunning 22"x34" maps. Over 25 countries are delineated with their industrial and resource centers, major and minor ports, cities, rivers, etc. With mid complexity rules that have been updated with many new optional rules. There are 4,000 counters, 480 new to this version, including artillery, German motorized units, US Marines, Soviet Guards, French armored divisions. You must manage your own economy within certain broad limits: has a six year campaign game and numerous scenarios, you can even play just the Eastern front for the whole war. Strictly limited stock available. \$500.00



ADG World In Flames Deluxe 6th Edition ****
Award-winning Australian game. A strategic level game of the Second World War.

Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and most importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategic decisions that decide the fate of nations. With forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Rules in Flames, Asia in Flames, Africa in Flames, and India in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaign rules. Thoroughly recommended. \$169.00

World In Flames Classic Basic edition \$80.00

Afa/Asa Update Kit Replaces Africa and Asia for all players of World In Flames—the Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WIF, the final edition. Has 400 counters and maps for Africa and Asia. \$99.00

AMERICA IN FLAMES This is a complete game. 2-5 players fight for control of the Americas in 1945, after the Axis powers have conquered all of Europe and Asia. Germany, Italy and Japan must attempt the largest naval invasion in history, as they attempt to conquer North and South America. USA and the remnants of the Commonwealth try to delay the Axis conquest long enough to let US scientists develop the superweapon that will win the war. Both sides try to win the 2nd World War. Includes 1,600 counters, 16 page rules, 2 56x84mm maps, rules book, charts, dice. \$99.00

AMERICA IN FLAMES Update Kit Contains as above, except only has incomplete rules. You must own WIF Deluxe to use this. \$85.00

CARRIER PLANES in Flames 280 counters, the Carrier Planes in Flames rules supplement, Final Ed combat charts, Terrain Effects Chart. \$30.00

DAYS OF DECISION II A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your nation through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. \$70.00

WIF Annual 1998 Includes Leaders in Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WIF world, etc. \$50.00

Advanced Squad Leader

ASL News!
Multi-Man Publishing have acquired the rights from Hasbro to continue producing Advanced Squad Leader. They are currently working on several new titles, plus a re-revised reprint of the basic rules. The first new product is the ASL Journal Issue One.

AH ADVANCED SQUAD LEADER ****
This is ONLY a rulebook - more specifically a study 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards: Featured Chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! Reprint version due June? \$90.00

ASL ANNUAL '91 64 pages with 16 scenarios. \$30.00

ASL ANNUAL '92 80 pages with 14 scenarios. \$30.00

ASL ANNUAL '96 Full of new scenarios, etc. \$35.00

ASL Action Pack #2 By MMP. Contains mounted mapboards 46 & 47, two sheets of hill and building overlays, additional chapter B rules, overview charts, playing aids, & 8 scenarios, including Dec 1941 in the East, Campaign, Chapter 5 (Red, Blue, & White), and Russian 1944 Japanese try to retreat in Guadalcanal in face of US attacks. \$57.50

ASL Journal Issue One The first new product from MMP, the new producers of ASL. A 64 page journal similar to the previous Annual, includes an article on smoke in ASL, how to use 2nd rate AFVs, a Red Bull campaign, Chapter 5 (Red, Blue, & White), and a number of top quality scenarios from all periods of the war. \$40.00

ASL Journal Issue Two Scenarios, 22"x32" historical map, counter sheet, campaign of fighting in Okinawa. Due Dec '99. \$40.00

BEYOND VALOR MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS-3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut it out! It's just too big! Also features four mapboards (#20 to 23, all urban) and 10 scenarios. \$90.00

PARATROOPER MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, a Chapter K - a 24 page ASL primer text - requires mapboards #1 to #4 to play. \$55.00

YANKS MODULE 3 The American expansion set it contains 1048 counters, with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E, plus US vehicle notes for chapter H. \$95.00

PARTISAN! MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattering streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x17" mapboards (#102,2). \$45.00

WEST OF ALAMEIN MODULE 5 An expansion set that features the British army, with 1264 counters representing everything from the 2nd Dr. Portia to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, and weather, sun-blindness, heat haze, heavy dust, mud, etc.) plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7x22" desert map, and six pages of terrain overlays. \$115.00

THE LAST HURRAH! MODULE 6 Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Czech, Norway & Yugoslavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minis). \$45.00

HOLLOW LEGIONS MODULE 7 This package presents the Italians, whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), plus 24 pages of terrain overlays, 4 8"x22" mapboards, and six pages of terrain overlays. \$95.00

CODE OF BUSHIDO MODULE 8 Presents the Japanese army and troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, kara-kiri, pack animals, etc.) plus Japanese additions for chapter H. \$95.00

GUNG-HO! MODULE 9 Contains 1008 counters introducing the naggy to the shattering streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x17" mapboards (#102,2). \$45.00

CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41) for the desert, 8 scenarios, 8 pages of desert terrain overlays, Chapter H historical & DYO, and 8 scenarios. There are 644 counters. \$85.00

DOOMED BATTALIONS MODULE 11 9th April 1940 - threatened with aerial bombardment of Copenhagen, the Danes quickly surrendered, but because of poor communications the news did not reach the front lines. Mapboards 44-45, 8 scenarios with various units, and Allied Armor and Ordnance. \$85.00

RED BARRICADES HISTORICAL MODULE 12 The mapboard, 31x45", has 11 houses depicting Stalingrad's huge Red Barricades ordered, factories and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, cellars, AT ditches, etc. Includes three separate Campaign pages for street fighting. \$70.00

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2 A game of tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stouffville, Belgium, during the Battle of the Bulge. 31"x45" full color map, 400 counters, 4 scenarios, the Campaign game and Chapter P. \$80.00

KAMPFGRUPPE PEIPER 2 HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P, three different campaign games. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters. Chapter P rules update. \$95.00

PEGASUS BRIDGE HISTORICAL MODULE 4 The glider-borne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. They repulse eight different German

counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22"x32" map, Chapter Q, 224 counters. \$70.00

BLOOD REEF: TARAWA HISTORICAL MODULE 5 Follow the 2nd Marine Division ashore as they attempt to seize the island of Betio. With two hand-painted mapboards depicting the Japanese stronghold. \$70.00

A BRIDGE TOO FAR HISTORICAL MODULE 6 British Paratroopers seize a grand bridge in Arnhem and hold out against the 9th and 10th SS Panzer Divisions, who are desperate to capture the bridge. \$70.00

SOLITAIRE ASL SOLITAIRE MODULE 1 *****
Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. With 4 new scenarios, 264 counters, generation cards, Chapter S. \$80.00

ASL & Squad Leader Boards
The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price: ASL & SL Boards 3, 4, 8, 9, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) B, C, D, E, F, G. \$120.00

Critical Hit ASL Supplements

Critical Hit Magazine Issue #7 Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945, and an adrethel plot at para-drops, plays notes on the Canadian army, scenario replays, etc. \$70.00

Critical Hit Magazine Issue Vol 5.1 50 pages with scenarios set in Belgium 1940, Kharlov 1943, Russian winter offensive in 1942, a Finland 1939 campaign, Russia 1941, etc. \$30.00

All American: 82nd Airborne Module 1 Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, destination notes, a historical booklet, ten scenarios, a battle manual, and B&W photos of locations. \$20.00

Arnhem: the Third Bridge Covers the Battle of Arnhem, Sept 17-25, 1944. British paratroopers are sent to hold a vital bridge, but intelligence did not inform them that two SS Panzer Divisions were in the area. With excellent map of the bridge and surrounds, counter sheet, scenarios. \$55.00

ASL Cemetery Hill You must own Platoon Leader to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjäger, including printed color overlays, a new reinforcement group chart, scenarios, etc. \$13.50

ASL News Pack 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. \$16.00

ASL Platoon Leader 2.5 This latest edition is a variant for playing tactical level battles compatible with the ASL and Combat! Systems. This campaign game rules let players scenario in detail the day to day give and take of battle. \$20.00

Aussie-ASL '97 Pack A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1944. \$16.00

Aussie-ASL '98 Pack ten fresh tournament style scenarios, including Italians in Yugoslavia 1941, Kursk 1943, the Japanese in India in 1944, Bondono in Italy 1934, Aussie tanks in the East Indies in 1945, etc. \$10.00

Dzerzhinsky Tractor Works Battle of Stalingrad October 14-15th, 1942, depicting the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 20th Panzer Divisions. Includes large, full color map of the factories, rules to cover special terrain, rules for Platoon Leader, 4 bid scenarios. \$20.00

Euro-Pack II: The Battle of the Bulge Eight scenarios that follow the Bulge, including house to house fighting in Belgium, a hidden Sherman wrecks havoc, German infantry attack US gun positions, etc. \$18.00

Euro-Pack III: Late War '44-45 Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normandy 1944, Red Devils are forced back by German tanks, a US assault with Wasps on a hill, etc. \$18.00

Euro-Pack IV: War in North Africa Eight scenarios, including British Matilda tanks launching a counter-attack, French against Italians in Libya 1941, a fighting French withdrawal in 1942, etc. \$18.00

Euro-Pack V: Eastern Front Warfare Eight scenarios set on the Russian Front, from 1941 to 1943, including Finland, Soviet counter-offensive at Moscow 1941, Russian cavalry get behind German lines. \$18.00

Euro-Pack VI: Partisans & Irregulars Eight scenarios including a stout Greek defense in 1941, partisans in Corsica, Red Chinese guerrilla activity, Yugoslavian partisans: the Polish insurrection, etc. \$18.00

Gembloux: The Feint A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. \$10.00

Leatherneck II 8 new scenarios focusing on the USMC in WWII, including marines assaulting Japanese defenses in 1943, marines make a desperate defense to hold a beleaguered beachhead, an armored clash on Palau Islands, etc. \$15.00

Leatherneck III 8 new scenarios focusing on unheralded army units that came to the aid of the USMC in hard fought actions in the Pacific. \$18.00

Pointe Du Hoc The invasion of Normandy 1944 saw three companies of American Rangers assault a battery of six French 155mm howitzers. However, the Germans had well defended positions and cliffs on their side. With 24x30" map, five new scenarios, 132 die-cut counters, & campaign. \$48.00

OAF (On All Fronts) Pack 1 Has ten scenarios, including a Soviet T-34 counter attack against a German Tiger I advance, the American 82nd Airborne versus SS Panzergründers, Soviets try to close the last east-west corridor into Berlin in 1945, a German assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. \$16.00

Rout Pak III 8 new scenarios including British A13s getting their but kicked by Pz 38(t)s. French forces including S35s defeat Germans in 1940. British invade Vichy Africa in 1942, etc. \$15.00

Scotland the Brave II Covers events that took place on the first day of the invasion of Normandy. Has a well researched game map, special rules, ten scenarios, and two campaign games. \$50.00

Stonne 1940 Depicts the bitter battle for the crucial village of Stonne, and its dominating heights, during the battle of France 1940. This early tank warfare saw waves of B1bis, H-39, FCM-36 trying to sweep away the Germans. \$45.00

Soldiers of the Negus A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new virus section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! \$26.00

Waffen-SS No Quarter, No Glory! Actually not CHI, but by Heat of Battle. This contains six tournament style scenarios compatible with ASL. Also 240 double-sided Waffen SS counters. \$33.00

Waffen-SS II Fuhrer's Firemen Actually not CHI, but by Heat of Battle. Eight scenarios and 240 counters printed in white on black. As a special bonus a Chapter H page is included containing the necessary rules and notes for a rare set of vehicles found near Hitler's bunker. \$33.00

Europa Series

GRD BALKAN FRONT ****
Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. \$75.00

GRD FIRE IN THE EAST ****
Covers the war in the Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet winter counter offensive in March 1942. Six maps stretch from Warsaw to Stalingrad. Terrain is analyzed in detail with over 20

S&T185 First Arab-Israeli War 1947-49

A simulation of the Israel War of Independence from 1947-49. On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arab response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map. \$27.00

AH IDF - Israeli Defense Force

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Has 524 counters, 4 mid mapboards, 32 data cards, & reference sheets. \$90.00

AH Platoon

Based on the firefights and characters of the movie *Platoon*. Re-creates the problems and pressures of jungle combat. With standup counters, 2 mounted boards. \$50.00

S&T190 The Gauntlet Chongchon 1950

Strategy & Tactics magazine 190, including the game The Gauntlet, a simulation of the battle in North Korea in late 1950 in which the Chinese stopped the United Nations offensive and took the North Korean capital of Pyongyang. Units are regiments, brigades & divisions. 280 counters, large color map. \$34.00

World War III

AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1948 Europe & Middle East. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Components feature 520 counters, and an outstanding 22"x32" mapboard (11m per hex). \$50.00

XENO SUSHI-JALAPENO WAR

The nations of South America from the SAU. Mexico resents Japanese fishing interests and executes hundreds of Japanese fishermen. Japan, allied with the SAU, invades Mexico. To quote: "For Favor, my general, but why are the Japanese invading us?" "You imbecile, can't you see they are carrying the latest Nintendo Super 1648s? They mean to pay us tribute!" One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortitude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the bar? With a 20"x30" full color playing map, 85 color plastic pieces (over tanks, plans, infantry, APC's: 102 counters, 18 cards, rules. \$65.00

General Games

AVA ACQUIRE Deluxe Edition

This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. \$60.00

AVA AIR BARON

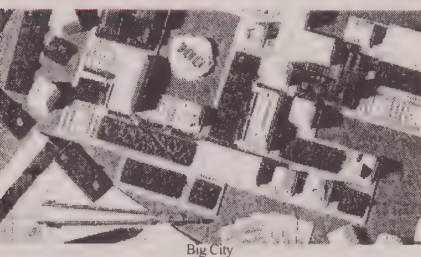
A fast paced business strategy game that lets you build the biggest and most powerful airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mid mapboard, 36 plastic planes, play money, simple rules, two counter sheets. \$75.00

APL AIRLINES 2

Take control of a major national airline. Control aircraft used by airlines today, and vie for control of the top spot at the national airports in this head to head game of no-nonsense airline competition. Can you build a great Air Carrier or succumb to the pitfalls of deregulation? With rules, pad, heaps of cards. \$75.00

RGG Big City

At the beginning of the 20th century, new buildings seem to burst from the earth as though grown from seed. As they grow, they change the shape of American cities. Powerful land developers scheme to forge this new look for the cities while building large fortunes for themselves. They must plan wisely and take risks to get the buildings they want on the land they acquire. With 8 city blocks, 52 buildings, 17 streets, 72 property cards, player aid sheets, etc. \$85.00



Big City

RGG Canyon

Braves set off on an exciting canoe race through the old canyon. The speed of the canoes is determined by a simple card game. However, the players must keep their eyes on the game and can sometimes even get the occasional helpful push. With game map, 80 playing cards, 6 canoe counters, rules, marking stone. \$46.00

RGG Cape Horn

For 3-5 players, who use their wits and the wind cards to direct the movement of their 19th century American cargo ships as they race around Cape Horn in getting from New York to San Francisco. The cards define the wind direction and speed along the route. Players may place cards to advance their position or disrupt others. Gameboard, 90 wind cards, 9 national stations, 15 station tokens, 5 ships, etc. \$65.00

USO Clue Alfred Hitchcock Edition

This edition features a completely redesigned game board and cards with custom weapons featuring imagery, characters, and key evidence from Hitchcock films including Psycho, Tom Curran, The Birds, etc. Characters move about the game board collecting clues in order to determine the facts about the murder. \$60.00

PP Ebola Monkey Hunt

For 3-6 players. Similar presentation to *Cheepers Games*. The scent of bananas and death lingers in the air. You step past the remains of a fellow researcher. A large disease-ridden monkey comes bounding towards you, followed closely by one of your colleagues. Which one do you shoot? You need pawns, dice, counters. \$12.00
Power Monkeys Expansion Includes 12 new monkeys with uniquely powerful abilities and 18 new option cards. \$7.00

KEN Elemental

For 2-4 players. You and your opponents represent one of the four basic elements: earth, water, air, or fire. Blast your opponents' pieces with fireballs and volcanoes, or convert them with winds of change, annihilate them with a tidal wave or erosion, or build impenetrable mountains. 11"x11" board, double-sided color counters. \$20.00

RGG Edison & Co.

The age of innovative inventions is here. Researchers of Edison Co. are trying to design the vehicle for the future, and four prototypes have been made. These are now to be tested in a race that tests not which vehicle is the fastest, but which inventor is the cleverest. With gameboard, 4 metal prototype vehicles, 72 cards, chips, etc. \$85.00

RGG Ever Green

Like the trees that are ever green, some concert artists are ever popular with audiences. As concert organizers, the players use their influence cards to obligate artists to appear at their concerts. The amount an organizer cares for a concert will depend on how many artists perform and the popularity of those that do. With 74 influence cards, 6 popularity disks. \$65.00

FLO Floppy Board

A very large, floppy, washable, chess and checkers board. \$35.00

RGG Fossil

A cute game for ages 10 and up and 2 to 6 players. With excellent quality components. The game includes 9 fossils, which each have 9 parts. Players collect these fossil parts and gain fame according to how many parts they can collect, with the greatest points going to whoever can complete the fossil. With 81 large fossil counters (part), other counters, small wooden blocks, mounted mapboard. \$65.00

FFT Golfmania

The game of crazy golf! A zany, hilarious golf-game. Use a combination of cards and dice to try to win as many golf-holes as possible. Use terrain and hazard cards to interfere with your opponents' game, make use of crazy equipment, and play the most looney cards to help your own drive and green rolls. Two decks of cards. \$22.50

RGG IDO

In this game, everything moves. Paths that you carefully planned can disappear when your opponent shifts the frame. Your blocks can even be shifted off the game board! This is especially annoying as your move is based on the number of blocks you have on the field. With 24 colored blocks, mounted board, plastic frame. \$99.00

RGG Kahuna

For two players. Two priests, both followers of Kahuna magic, compete to determine who is the stronger. For the competition, they have chosen an uninhabited archipelago with twelve small islands. They have agreed to use their magical powers to build bridges linking the islands. Each link forged brings a priest closer to control of islands bridged by the magic. When control of an island is secured, opposing bridges are destroyed. With 24 island cards, 20 kahuna stones, 50 bridges. \$37.00

RGG Katzenjammer Blues

A card game for 2-6 players. Be the coolest cat with the most mice by bidding on and booking the hottest blues bands at your club. When they are available, you can fill with joker musicians who can cost you mice. 90 cards, 24 mice chips, rules. \$22.00

RGG Klunker

A card game for 3-5 players. Jewels are pretty and valuable. The players are buyers and sellers of these beautiful items. On your turn you put new jewels in your shop window for all to see. You also buy from other shop windows when the right items are there. With 105 cards (94 jewels of 7 types, 5 shop windows, etc.). \$22.00

RGG Landlord

A card game for 2-6 players. Build apartment houses, rent them to tenants, and collect the rent. Build roofs, cellars, renovate, move wealthy tenants to your apartments and put the deadbeats in your opponent's apartments. 100 cards. \$20.00

JOL Last Man Standing

A game for up to 8 players. It is a game of futuristic gladiatorial combat where only one person can survive and be champion. Players take on the roles of up to 8 different gladiators, each with special powers. There is no set turn order, so players never know when it will be their turn. With geographic floor tiles of an indoor arena, heaps of cards, character cards & pieces, tokens. \$60

RGG Lost Cities

There are many lost cities to find, in the Himalayas, the Brazilian rain forest, the desert, ancient volcanoes. You must choose which expeditions to begin and which to leave to others. You may have the opportunity to increase your investment in the search, increasing rewards for success, but risking more if you fail. With gameboard and 60 oversized cards of lost cities and events. \$45.00



Lost Cities

RGG Mamma Mia!

A 2-5 player card game. As pizza makers, the players put ingredients on the table. From time to time, a player may place an order on the table, thinking the needed ingredients are available. If they are, the pizza is made! 106 cards. \$20.00

RGG Medici

A 2-6 player game of European trading in the late middle ages. The market is open and the buyers are there to bid on the goods put on the auction block. After a buyer selects the lots for auction, the players bid, just once each, and the goods are loaded on the ships for foreign markets. When the market closes, the ships set sail and the purchases are scored. Bid low for high quality goods and win the game. With game board, 35 cards, 6 ship mats, 36 player counters. \$55.00

RGG Medieval Merchant

A 2-6 player game that relies almost solely upon tactics and strategy. Toward the end of the Middle Ages, the rise of rich merchant families helped open the cities of Europe to trade and commerce. Beginning with their homes in small villages, players use their income to increase their wealth or to increase their presence in the cities where they have branches. Players then can use their wealth to further develop their trading empire into new cities and regions. The player who has developed the largest trade empire and earned the most money in the process wins. With lovely period mounted mapboard, 270 wooden branch markers, 25 city markers, etc. \$74.00

WG Mine

Mining engineers, geological surveyors and venture capitalists react to the volatile precious metals market by searching for new ore reserves, reducing their working costs and taking out the mother load 2nd rare components in ziplock bag. \$30.00

RGG Mississippi Queen

This is a stunning game of racing paddle-boats on the Mississippi. Set in New Orleans, 1871. Once a year, paddle-boat captains race their ships on the unpredictable Mississippi to determine which ship would hold the title of Mississippi Queen. During the race, you decide how much steam to make, how to manage your limited coal supply, and where to pick up passengers. With 12 river tiles which can be arranged differently each game, 5 plastic paddle-boats, 16 passengers, dice and rules. For 3-5 players, ages 10 and up. Looks really cute! \$80.00

MISSISSIPPI QUEEN The Black Rose

This expansion includes six new river tiles with new challenges such as sandbars, 2 paddle-wheelers, rules. \$40.00

RGG Money

For 3-5 players. Money rules the world! It matters little whether you collect the euro or the dollar as long as the exchange is in your favor. And the more you exchange, the more you can make - if you plan carefully and keep your wits. 74 cards. \$22.00

EG Mystery on the Nile

For 2-6 players, ages 10 and up. It is the 1920s, and several guests are taking a cruise on the Nile. But the necklace of Lokita Rosetta has been stolen, and the other players have to track down the thief. As players search for clues, they can leave red herrings to mislead the other players. With gameboard, 109 game cards representing clues, suspects and locations, 1 wooden steamer, rules, travel guide. \$50.00

TBT PALENOQUE

It is 1925 and you are about to enter an ancient city of splendor - hidden Maya ruins on the Nile. But the necklace of Lokita Rosetta has been stolen, and the other players have to track down the thief. As players search for clues, they can leave red herrings to mislead the other players. With gameboard, 109 game cards representing clues, suspects and locations, 1 wooden steamer, rules, travel guide. \$50.00

MGC Pirateer

Fast treasure, fast ships and cutthroat rivalries await you on the seas of this fast-paced game where fortunes turn on pirate skullduggery and a roll of the dice. Easy to learn yet challenging for all ages. With an award winning mix of luck, skill and treachery. Mounted gameboard, ship markers, treasure coin. \$40.00 The Deluxe Edition: The Game features a stunning full map as the gameboard, in a metal tin. Deluxe - \$55.00 The Boot Chronicle Full of handy tips for Pirateer players and original songs for musical swashbucklers. Also short stories, etc. \$9.00

RGG Ricochet Robot

Four robots move around a warehouse floor, attempting to reach one of seventeen targets, but they have no brakes or steering, not to mention that the computer which used to control them no longer functions. So from 2 to any number of players take turns trying to ricochet one of the four robots off a wall and onto the target square. With 4 robots, 4 double sided gameboards, 21 chips (This is not in the league of Robo Rally). \$50.00

RGG Samarkand

Samarkand is a fast paced trading game set in the exotic East. Sparkling jewels and valuable carpets promise large gains, but copper goods and grain can also earn important profits. All merchants know where they can trade with Nomads and what goods they have available for those who are willing to offer gifts for their hospitality. They also know where to buy the wares they want for the best prices. Finally, these merchants know which hazards in cities such as Samarkand offer the best prices for the goods they have to sell. Use desert paths to travel amongst the nomads, oases, and cities. With 102 commodity cards, price table cards, game board, etc. \$55.00

QED Stash

Comes in a large cardboard tube, and inside you'll find: corrupt cops, rock concerts, singles bars, false bottom suitcases, loan sharks, psycho wards, funny money, and enough "drugs" to keep the CIA in business for years! (Though any resemblance to actual drugs or intelligence agencies is purely accidental.) Includes large game board, play money, heaps of cards, dice, playing pieces, etc. \$37.00

AH Stock Market Guru

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or if you are more conservative, learn the consequences of your decisions. \$60.00

HAS The Lost World: Jurassic Park

Featuring a large colorful mapboard with heaps of 3D card buildings, which you will need to assemble. Stand-up counters of humans and plastic dinosaurs. The goal of the human players is to escape the building complex, while the dinosaur players are trying to eat all of the humans before they can do so. \$60.00

ARC The Three Stooges Card Game

This Three Stooges card game comes with 55 cards and rules. Three players can slug it out the old fashioned way, just like the Three Stooges did. Each card has a B&W photo of one or more of the Stooges, clodhopping or walloping one of the others. The player who suffered the least damage wins. \$16.00

RGG Tayu

In order to avert a flood, players strive to drain water from their lands by skillful placement of stones representing water channels. The winner is the player who creates the most effective network of channels connecting the flood in the middle of the board to estuaries on two coasts, thus draining more water from their farm-lands than the other players. 2-4 players, 112 water stones, rules, mounted mapboard. \$125.00



Tayu

RGG Tikal

A stunningly beautiful game. Each player is the director of an expedition intent on exploring Tikal in search of the secret paths that lead to the temples and precious treasures that have remained hidden in South America's forests for over 1,000 years. You receive points for recovering treasure and discovering temples. With lovely forested mapboard, 36 terrain hexagons, 24 treasure pieces, 48 square temple tiles, 4 expedition leaders, 72 expedition workers, 8 camps, etc. \$95.00

**PP Trailer Park Gods**

For 3-6 players. Similar presentation to *Cheepers Games*. How low the gods have fallen, including you. Now you want to no-second back to mightiness. Vanquish all who oppose you, steal their followers, uplift your own people. Needs coins. \$12.00

RGG Trick 'r Treat

It is Halloween, it is the time for children to go out in costume to 'trick or treat'. When they return with their loot, they devise a game to divide their candy. Players find matches in the dice for their cards to pass them to the other players. The more cards you get rid of, the more candy you get. 8 dice, 60 cards, timer. \$20.00

PP Udder Madness

For 2-4 players. Similar presentation to *Cheepers Games*. A deviation on the game *Tip the Cows*. Here you place the provided color counters of cows on a game board and try to push the rows of cows in order to 'tip' them over. Complete game. \$8.00

RGG Union Pacific

Another beautiful game from Rio Grande Games. Become a successful railway

baron. Invest in shares of American railway companies and build the railway system the way you want it. The way they give you the most profit. Has 131 little plastic trains, lovely mounted mapboard, 150 bank notes, 118 share cards, etc. **\$80.00**

TIM Wadjet

A stunning game that must wait at least 2000! The year is 1923. You are one of four famous rival archaeologists who have come to Cairo, Egypt, to begin a race against time, nature, and each other in search for the stolen treasure of the pharaoh. But within the ancient tombs, the goddess Wadjet awaits your intrusion and will face you with danger. With 4 resin playing pieces, a 29"x29" mounted mapboard, seven decks of cards, 25 beautiful treasure cards, illustrated glossary depicting 100 ancient Egyptian signs, symbols and treasures, play money, etc. **\$10.00**

Winsome Games Train Games

Colorado Rails Narrow and standard gauge railroads vie for dominance in remote western Colorado in 1873 - 1888, using court-ordering injunctions, rate wars, capital investment, locating engineers. 2-6 players, no bookkeeping. With laminated map, crayons, chips, dice. 2nd rate components in tube. **\$40.00**

Lancashire Railways The Birth of Commercial railroading, for 3-6 players, with laminated map, deck of cards, crayons. 2nd rate components in tube. **\$40.00**

Transport: Austria Competing national railroads endeavor to serve Austria while providing bridge route service to Germany, Switzerland, Italy, Czechoslovakia, Hungary, etc. 2nd rate components in tube. Map, cards, crayons. **\$40.00**

Transport: Switzerland Competing national railroads endeavor to serve Switzerland while providing bridge route service to Germany, Austria, Italy and France. 2nd rate components in tube. Map, cards, crayons. **\$40.00**

Cheapass Games

These little games, packaged in envelopes, are amongst the top selling games in the USA. The packaging sucks, but the games are brilliant, and the cheap packaging and cheap components means a cheap price! The games consistently top the US games charts for sales and popularity.

CG Before I Kill You, Mister Bond...

Imagine, just once, during the master spy into your evil lair and putting a bullet in his head. Imagine avoiding the temptation to tell him your secret plans, to tell him with your device perversions, and challenge him to a final game of chess. Imagine killing that spy before he gets the chance to escape, and blow up your lair on the way out. Yeah, right. This is a simple little card game of cat and mouse. And of shooting spies in the head. You can always choose to shoot a spy when he enters your lair, but get only a few points. If you taunt and restrain a captured spy, your points keep doubling. But if he escapes, you get no points. 2-6 players, 15 minutes per game. 54 Cards and rules. **\$12.00**

CG Ben-Hurt

What do a foul-mouthed chariot driver, a well-aimed cat, and a basket of nails have in common? You'd gladly use any of them to win a chariot race. But then, that pretty much describes everything. You're a feisty Roman aristocrat who spends every Saturday night outfitting your chariot and then placing bets on the silly and you get to drive the team in the races. For 4-8 players, 2 hour games, and you need a playing piece and D6 for each player. **\$11.00**

CG Bitin' Off Heds

Prehistory. Hot, primordial, dull. You and your dinosaur buddies have been dominating the Earth for longer than you can remember. Then again, with brains the size of walnuts, you're also been *standing there* for longer than you can remember. Nevertheless, you're positive that it's been ten million years since anything interesting has happened. So it's time for a suicide race across Sark Island. The winner is the first to hurt himself into the big volcano, the losers are everyone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy). 3-10 players, 1 hour. **\$9.50**

CG Button Men

Each pack allows two to play. Each pack contains two "buttons", which are 57mm badges with a full color picture of a fighter, which includes its attack dice stars. For each fighter, you need 3-5 dice, as dictated by the button. Each player throws those dice, and try to combine results to exactly match a dice result thrown by the opponent, which allows them to capture that die. There are six different packs, each with two different fighters. Card number of various dice types. Includes: Axis/Hammer, Bauer/Stark, Clan/Kith, Karl/Lago, Niles/Shore, Hannu/Kubies. **\$9.50 per pack**

CG Deadwood

For 3-8 players. You're a worthless bit actor on the world's worst motion picture backlot. Deadwood Studios USA. And you've got four days to make more money than every other loser in the place. Needs lots of D6 and play money. **\$10.00**

CG Devil Bunny Needs Ham

For 2-5 players. Each player tries to scale the sheer face of a hi-rise building. But the Devil Bunny keeps jumping on the highest climber, knocking them down to the ground, where they die, or onto another climber's head, who promptly catches them. The first to the top wins. **\$5.00**

CG Falling

A crazy card game for 4-8 players. Everyone is falling (to their deaths) and the object of the game is to hit the ground last. It's not much of a goal, but it's all you can think of on your way down (to splat on the ground) 54 cards, rules. **\$20.00**

CG Fight City

For 2 or more players. One city, three families, ten thousand battles. This is an intense strategic card game about the struggle for money and power in a modern anarchy called Fight City. Each player needs one deck, each of which contains all the fighters, locations, and weapons each player needs. Each player needs ten counters. Deck A: Power **\$13.00** Deck B: Fear **\$13.00**

CG Give Me the Brain!

Work sucks. Long hours, scratchy clothes, and only one brain to pass around. The characters: Zombies. The place: Frisco's, the fast food restaurant of the damned. You would think, with a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring at you. Better get your hands on the Brain. For 3-8 players, 15 minutes games, you need a D6. **\$12.00**

CG Lord of the Fries

Squid to the above. This time you and your notan zombie friends are struggling to convert handfuls of random food into tasty, combo meals and sides. Whoever serves up the most grub will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3-8 players, 45 minute games, you need a D6. **\$13.00**

CG Get Out

Something's wrong. It's a rainy day in spring. You're jobless and listless. And you live in your parents' basement. So, what's wrong? Your friends have decided to try to help you. With a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring at you. Better get your hands on the Brain. For 3-8 players, 15 minutes games, you need a D6. **\$11.00**

CG Huzzah!

You have been performing this play at King James' Fair every year in summertime. The play's horrible, the costumes are stuffy, and the King's director is a fastidious twit. This year he is more fussy than ever, and only the best act can return next year, and you want to be that act! For 3-8 players, you need pawns for each player, 3D6 & one master pawn. **\$13.00**

CG Kill Doctor Lucky

Why do all the mystery games start just after the fun is over? Welcome to the sprawling J.Robert Morsion, a sprawling country estate full of unusual weapons, good hiding places, and clever killers. Killers like you. The object of the game? To kill Doctor Lucky. Find a weapon, make the old man down, and take him out. The old man is aptly named. You would think that after being stabbed, hung, poisoned and poked in the eye, the old Doctor would just lie down and die. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persuade. His luck will run out eventually. Before the night is over, someone is going to kill Dr. Lucky. Wouldn't you rather it was you? Includes 4 decks of cards, card map of the mansion, 4 pages of rules, 2-8 players, games take 1 hour. You need a pawn or playing piece for each player, plus one master pawn for Dr. Lucky. **\$14.00**

Craigdarroch A whole new place in which to play Kill Doctor Lucky. This is Craigdarroch Castle. **\$7.00**

CG Parts Unknown

For 4-10 players. A wacky scientist craze results in them trying to bring people back from the grave. But they need spare body parts, and your spare parts shop is digging up and selling these bits and pieces of dead people. But can you meet supply demand? Need two pawns counters, 106 and play (or real) money. **\$14.00**

CG 7 Renfield

For 4-7 players. Stand alone sequel to Parts Unknown. It's a gambling card game about parts, tools, gravestones and bugs. Yummy, delicious bugs. Has 54 cards in three suits. You need play (or real) money to play. **\$13.00**

CG Safari Jack

For 2-4 players. Time to explore the deepest wilderness of Africa with nothing but your wits, a sunhat, and a very large gun. And your colorful guide: Safari Jack. But Jack has already left the camp, and you have to find him. But in the meantime, crawl around the bush and try to shoot more exotic animals than the other players. Need pawns & counters for players. **\$12.00**

CG Spree!

Springtime. Midnight. The Mall is beckoning. Destination: LeGrand Mall, the oldest game just joined together pipes the same shade, is, light with light pipes, dark with dark pipes. In the second game, just join together the same colored background sections. In the third, both pipes and backgrounds must match together, etc. Lots of cards with pipes! Needs no accessories. **\$17.00**

CG Starbase Jeff

For 2-4 players. Each player has a deck of geomorphic square cards, each with part of a space station. Players take turns adding pieces to a single space station, and must pay opponents if they place one of their cards adjacent to an opponent's card. There are 3 ways to make money, and the player who has earned the most money by the end wins. Needs play money or chips. **\$13.00**

CG The Big Cheese

Card game for 3-6 players. Rats! That's what you are. Big, hungry rats. You're all VPs at Rat Financial Inc., and you're all striving for a slice of the Big Cheese. The President is retiring next month, and whoever can score the most points with him gets to take his place, and his Big Cheese. Needs 10 scores per player, & dice. **\$6.50**

CG The Very Clever Pipe Game

A bit like dominoes, except that this time you are joining pipes. Contains four different variants of the one game, each more complex than the previous. In the first game, just join together pipes the same shade, is, light with light pipes, dark with dark pipes. In the second game, just join together the same colored background sections. In the third, both pipes and backgrounds must match together, etc. Lots of cards with pipes! Needs no accessories. **\$17.00**

Science Fiction BattleTech

FAS BATTLETECH 4th Ed

By the 28th Century, mankind had spread civilization to hundreds of worlds. Spanning hundreds of lightyears out from Earth. But then began the Succession Wars. Horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechwarrior. Just keep them in the field. The Mechs are true titans, unquelled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated fiber-optic armor and nanotechnology. BattleTech has now been released as a full 224 page introduction to new rules, more different content. This boxed set contains an Introduction to BattleTech book, 32 pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 page rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two of each of 24 types. **\$47.50**

AeroTech 2 Combines material from BattleSpace and the original AeroTech, replacing both products with a completely revised aerospace combat game. Streamlined, fast-playing rules make it simple to play alone/die/BattleTech, supporting the game. Due Jan '00. **\$28.00**

BattleTech Master Rules Replaces the Compendium. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Contains all the rules for Mechs, vehicles, and infantry, and optional, advanced rules, mech construction, etc. Features stunning full color sections. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. **\$37.00**

BattleForce 2 Contains two complete games. BattleForce is a fast-paced, easy to play game that recreates large scale mech combat on a tactical level. This system retains the feel of BattleTech by providing simple state for each individual mech, and yet play is streamlined to allow players to use entire battalions. Planetary Assault is a game of all out war on a strategic level. The game map represents an entire planet's surface and nearby space. Covers the arrival of forces in the planetary system on Jumpships to the DropShip landings and the subsequent Mech battles raging at the landing zones. With 320 counters, 4 maps, rules, map of InnerSphere 3059. **\$66.00**

BattleSpace The new system of aerospace combat in the 31st century, thrusts you straight into the heart of this vast arena, where jumpships, dropships and warships fight to carry their deadly mech cargoes into battle. Fully compatible with BattleTech. Includes rules, sourcebook with the history of naval warfare, statistics of ships currently in use in the InnerSphere, two 223x4 maps, color counters, ship position sheets. **\$57.00**

BattlePack: Fourth Succession War Even as Hasek Dawson was marrying Melissa Steiner, thousands of BattleMechs stood poised to launch one of the largest military campaigns ever! This supplement requires only the BattleTech boxed set to play, and has a book of background info and ten scenarios; a great new woodland map, 8 record sheets, and 20 full color stand-up counters of mechs. **\$25.50**

BattleTech Map Set #2 8 22x18" maps: scarred woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CityTech & BattleTech maps. **\$28.50**

BattleTech Maps Set#3 Contains eight 18"x22" map sheets depicting two each of desert mountains, desert sinkholes, rolling hills, and city. **\$28.50**

BattleTech Map Set #4 Contains eight more 18"x22" map sheets. Featuring two each of heavy forest, city streets, large lake, and a drainage basin. **\$28.50**

BattleTech Map Set #5 Contains eight more 18"x22" map sheets, featuring two each of a large mountain, deep canyon, open terrain, moonscapes. **\$28.50**

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the March Rebellion, as seen in Blood of Heroes novel. This module also finishes off the novel Blood of Heroes, which ended without resolving the combat situation. **\$20.50**

Explorer Corps Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds, and the history of the Explorer Corps. **\$25.50**

First Somerset Strikers A sourcebook detailing the BattleTech animated series of 13 episodes which has already been a smash hit in the US. Even covers Mech, & vehicle of the show is detailed in this book. **\$30.00**

First Strike A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. **\$20.50**

Maximum Tech: Revised Edition Take your games to the max with this expansion for BattleTech. New optional rules for players, more realistic, more weapons. Detailed rules for salvage, repair and optional advanced rules, veteran mechanwarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc. **\$28.00**

Operation: Stiletto At least 1 BattleTech campaign that breaks the previous mold. Using an innovative track system, this campaign book lets you take your own unit through a massive campaign across the Shattered Sphere of 3061. **\$28.00**

Northwind Highlanders BattleTech scenario pack that recreates the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc. **\$20.50**

The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. **\$20.50**

The Clans: Warriors of Kerensky Describes in detail all the elements

that forged the Clans into the ultimate warrior society, including their history, government, customs and homeworlds. Also their current status and holdings, maps of Clan space and homeworlds, insignias of the 20 original clans. **\$33.00**

The Dragon Roars A BattleTech campaign that includes rules for BattleForce 2. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, maps, etc. **\$20.50**

The Shattered Sphere This book is the ultimate guide to the people and places of BattleTech, as seen through the eyes of characters who live there. Offering a brief, comprehensive history of the universe and an in-depth look at events from the Truce of Tukayyid through to early 3062. Has detailed maps showing the current state of the InnerSphere and the Clans. **\$28.00**

Twilight of the Clans This scenario pack picks up where *The Dragon Roars* left off, presenting 10 scenarios to recreate the fighting for the Clan homeworlds. Hints. Has a BattleForce 2 Campaign too. **\$27.00**

The Fall of Terra Oh no! Those loonies from Constar who set up in House Mark territory are called themselves Word of Blake, take advantage of every one else's attention being on the Clan-InnerSphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. **\$20.00**

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc. **\$30.00**

BattleTech Field Manuals

Field Manual: ComStar Describes the military doctrine, traditions, tactics and battle histories of ComStar's military division, the Com Guards, including new mechs and equipment of both the Com Guards and Word of Blake splinter group. Also provides complete info on Free Rasalhague Republic, including the Eridani Light Horse, Royal Black Watch, and Clan Nova Cat. **\$37.00**

Field Manual: Crusader Clans Describes the seven most aggressive Clans: Blood Spirit, Fire Mandrill, Hell's Horses, Ice Hellion, Jade Falcon, Star Archer and Wolf. This sourcebook describes the tactics, uniforms, and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy's new weapons, equipment, and mechs. **\$37.00**

Field Manual: Draconis Combine Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and BattleMechs. **\$34.00**

Field Manual: Free Worlds League An extensive survey of House Mark, the new industrial giant of the Inner Sphere. This manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurian Civil War and beyond. Includes Mark's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. **\$34.00**

Field Manual: Mercenaries No war too small, no fee too high. An in-depth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. **\$38.00**

Field Manual: Warden Clans Describes the noble Warden Clans, who have sworn to use their might to defend humanity against outside threats including the crusader clans themselves! Clans Ghost Bear, Steel Viper, Diamond Shark, Snow Raven, Cloud Cobra, Goliath, Scorpion and Coyote. Full color uniforms, tactics, military doctrines, battle histories, etc. Also special rules for the unique capabilities of each Galaxy's new weapons, equipment, exclusive Warden BattleMechs, etc. **\$40.00**

BattleTech Technical Readouts and Record Sheets

Technical Readout 3025 Revised Printing Includes game statistics, technical background, and illustrations for 55 Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised printing also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. **\$25.50**

Technical Readout 3050 Revised The Clan OmniMechs, Omnifighters, Battlecruiser, and all the standard InnerSphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. 224 pages. **\$30.50**

Technical Readout 3055 Illustrations (some in color), descriptions & stats for Inner Sphere Mechs, Clan OmniMechs & Omnifighters, 2nd-line Mechs, and including their own Operators. **\$25.50**

Technical Readout 3057 Dropships, Jumpships, Warships With BattleSpace came a new age of space combat and technology. Both the InnerSphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropships, warships, jumpships and aerospace fighters are covered here. Includes BattleSpace rules clarifications & record sheets. **\$25.50**

Technical Readout 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprints have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new InnerSphere mechs and vehicles. **\$30.50**

Technical Readout 3060 Armed with new Mechs and weapons, the InnerSphere takes the fight to the Clans by striking at the Clan homeworlds. But the Clans also have new Mechs, new vehicles, and other surprises. **\$37.00**

3025/3026 Record Sheets The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. **\$30.50**

3050 Record Sheets Provides more than 250 filled out record sheets for BattleMechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. **\$33.95**

3055/3058 Record Sheets More than 250 filled out record sheets for the BattleMechs, tanks, hovercraft & VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configurations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet. **\$30.50**

3060 Record Sheets Pre-generated record sheets for all the mechs, tanks, and other new units found in Tech Readout 3060. Also new mech variants. **\$37.00**

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

Babylon 5

Babylon 5 CGS Board Game 2259 Edition

A complete game in itself, this advances the game one year into the 2nd season of Babylon 5, set in 2259. Contains new cards, new empire control sheets, with John Sheridan instead of Sinclair, transformed Delenn, etc. With 50 playing cards, 7 dice, 96 counters, 21 map hex-pieces. **\$55.00**

2258 The Vorticon Starter Set Expansion Five new map pieces including the Vorticon homeworld, Vorticon bases. Vorticon Planet Killer Ship, Heavy Cruisers, transports and squadrons. Complete rules, & deck of cards. **\$27.00**

2259 The Shadows Starter Set Expansion Five new map pieces including 2 Shadow bases, Shadow bases, Shadow fighters, Shadow cards, and complete rules booklet with new rules for using Shadows. **\$27.00**

Other Games

6 Billion Place right here in McBoome: In this game you have control of one faction, population 1 billion, and your mission is to colonise our solar system, and do it **\$20.50**

better than the other factions. What is your hidden agenda? Along the way there is a natural increase in your population, recycle helps, as does power politics, but beware of death, famine, pestilence and war. **\$50.00**

GAM BOMBERS OVER DA SULPHUR RIVER **

A new boxed wargame by Games Workshop, set in the Warhammer 40,000 universe. You can take the part of the Ork Flight-Bomber pilots, screaming down to smash the vital bridges. Or you can command the heroic Imperial Defenses, putting a devastating stream of flame and laser fire at your attackers and directing the counter-attack of your brave but outnumbered Thunderbolt Interceptors. Has 6 metal miniatures, 3 piece game board, 18 counters, 8 dice. **\$20.00**

SIG CAR WARS DELUXE ***

A game of combat on the free-way. Choose your vehicle - complete with weapons, armor, power plant, suspension, and body style. If you survive the road battles, your abilities will improve and you can accumulate money to buy bigger and better cars. Advanced rules let you design your own cars, cycles, three-wheelers, vans, trucks, 14-wheel trailer rigs, buses, boats, even helicopters! 144 page rulebook, the Car Wars Compendium, hundreds of full color counters, a giant 32" x 42" map of a town, plus two more maps. **\$50.00**

FAS CRIMSON SKIES ***

A simple, fast playing air combat game for two or more players, by FASA. This game is set in 1937, in an alternate twentieth century where the United States has fractionalized into numerous small countries. Mammoth zeppelins haul cargo and passengers the length and breadth of the continent, preyed on by pirates and protected by privateers. Players pilot their own fighters, gunships or bombers in the service of national militaries. Players may design planes to suit their fighting style. With 24 3D cardboard playing pieces, 3 x 22 1/2" x 34" board, four booklets, dice. **\$65.00**

Wings Over Manhattan Spotlights the Empire State. Focusing on Manhattan and the elite pilots of the militia and pirate squadrons, also with new aircraft, pilot profiles, rules for autogiros, and full color maps. **\$33.00**

Spicy Air Tales Vol 1 Written by Michael A. Stackpole. "I woke up naked and handcuffed to a bed. My jailor had beautiful legs and face to match. Too bad I didn't remember her name, nor even mine for that matter!" **\$11.00**

Spicy Air Tales Vol 2 A tale of betrayal and double dealing in Texas, during the great helium war, where nothing is certain except for beauty and death. **\$11.00**

CRIMSON SKIES MINIATURES

RAL20100	Curly & Douglas M210 Raven	\$12.00
RAL20101	Curly-Wright J2 Fury	\$12.00
RAL20102	McDonnell S2B Kesrel	\$12.00
RAL20103	Bell Valiant Mk II	\$12.00
RAL20104	Raytheon Covote	\$14.00
RAL20105	Grimman E-1C Avenger	\$14.00
RAL20106	Curly-Wright P2 Hawlk	\$14.00
RAL20107	Fairchild P11 Brigand	\$14.00
RAL20108	Huges P21-Mk II Destroyer	\$14.00
RAL20109	Marquette PR-1 Defender	\$12.00
RAL20110	Hughes Aviation Bloodhawk	\$12.00
RAL20111	Hughes Lockheed Firebrand	\$14.00
RAL20112	William and Coll P-370	\$14.00
RAL20113	Sanderson FB14 Vampire	\$14.00
RAL20114	Miscellaneous Due Now	\$14.00
RAL20115	Liberte Travel Air Avenger Due Now	\$14.00
RAL20116	Bird Dog Autogiro Due Now	\$14.00
RAL20117	Metroliner Due Now	\$14.00

WG HOVER TANK **

Death and destruction in the fight for the Caspian Sea region of Asia in 2022. Using plastic playing pieces, you must destroy the enemy airbase and control the region's largest city. Plastic pieces, 4 maps, chips, rules, 2nd rate components in tube. **\$50.00**

SIG ILLUMINATI DELUXE **

This new edition non-collectable card game has 106 full-color cards and a revised rulebook. Secret conspiracies are everywhere! The phone company is controlled by creatures from outer space, the Congressional Wives have taken over the Pentagon, etc. Two to six players compete to grab powerful groups and increase their wealth and power. No play is too devious. **\$70.00**

Illuminati Y2K 110 more cards bringing the global conspiracies in synch with (or slightly ahead of...) the times. New specials, new groups, and two new Illuminati, Shangri-La and the Church of Sub Genius. **\$30.00**

SIG INNO SUB GENIUS **

This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of *Illuminati*, *New World Order* (CCG). All the cards in this game can, however be used with *INNO* CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You compete against other factions for supremacy. **\$32.50**

FFI MAG BLAST **

A fast paced multi-player card game of interstellar war, set in the Twilight Imperium universe. Set the galaxy on fire with cards like: Minefield, Boarding, Catastrophic Damage, Direct Hit, Asteroids, etc. Take control of mighty combat spaceships and blow your opponents to smithereens. 110 cards, simple rules, 2 to 6 players. Average game takes 15 minutes. **\$35.00**

AH PRINCESS RYAN'S STAR MARINES ****

A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to six players! Features two stunning mounted mapboards, each 16" x 22", short 16 page rules, 32 state cards, 36 guard cards, 24 marian cards, 50 weapon cards, 60 dispatch cards. Artwork is great! **\$99.00**

WIZ ROBO RALLY Revised Printing **

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The bored robots with the intelligence of your average door knob, of an automated factory, world find amusement in racing each other through dangerous assembly lines. Includes 8 pewter robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. **\$70.00**

ARMED & DANGEROUS Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleports, etc., & extra counters to enhance game play. **\$60.00**

CRASH & BURN Two all new gameboard squares, including flammies to fry your poor little robots with, oil slicks to send the robots in all directions, and portals to let your robot jump to other places on the maps. **\$24.00**

GRAND PRIZ Contains three new double sided mapboards, with hazards including multilevel ledges, portals, ramps, repulsor fields, etc. More mad factory racing, mayhem! **\$39.00**

RADIOACTIVE Contains three new single sided mapboards, with new hazards such as radiation, radioactive waste, one-way walls, yukky lethal (to robots) radioactive drains. **\$35.00**

SMG Rocket Flight ***

Two to six players develop technology, explore worlds, and design and build rockets in the inner solar system. (Has a solitaire scenario too!) Establish profitable hydrogen refineries or space foundries on suitable asteroids. Military objectives include seizure of powerbases. Three mapboards, rocket design sheets, rules, 80 cards, 530 counters. Second rate components in ziplock bag. **\$33.00**

BTRC SLAG **

The space combat game you don't need to be a rocket scientist to play, or a defense budget to afford. Fast enough to play over lunch, with custom ship design and handicapping rules for different tech levels to provide endless variation and challenge. Includes many pre-designed ships of various tech levels and sizes, peel-off stickers for ships, and two space maps on the inside covers. **\$12.00**

GAM SPACE HULK ****

Perhaps the most popular Science Fiction boardgame of all time. Veteran Space Marine Terminators board Genestealer infested space hulks searching for ancient artifacts or seeking to destroy the hulk. There is a book with 48 missions. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, counters, 24 doors, banners & transfers, 7 dice. **\$75.00**

ADB Star Fleet Battles Captain's Edition Basic Set ****

Extremely detailed starship combat based on the original Star Trek TV series. With 224 page Captain's Rulebook with introductory rules, 24"x20" map, 216 color counters, 64 page SSD book, various tables. **\$60.00**

SFB Advanced Missions New rules for SFB including nimble ships, catastrophic damage, advanced drones, super computers, etc. **\$60.00**

Captain's Log #18 SFB has been taken over by ADB, and here is their first new product. Has 3 new stories, 16 new starships, scenarios, etc. **\$27.00**

MB STAR TREK MONOPOLY Collector's Ed **

The standard game of Monopoly except with everything having a Star Trek: The Next Generation flavour. With stunning Star Trek artwork, it features Star Trek real-estate such as the Q replacing Mayfair, neutral zone taxes, 8 Star Trek tokens of the Star Trek characters. **\$120.00**

MB STAR WARS MONOPOLY Classic Trilogy Ed **

The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. **\$90.00**

Hasbro Star Wars Trivial Pursuit Collectors Edition

Thousands of trivial pursuit questions plus photos of the Star Wars galaxy. The numbered gameboard has Star Wars photos, an electronic R2D2 Randomizer determines how many spaces you move, there are 2,400 questions in categories characters, weapons & vehicles, history, droids & creatures & aliens, and Wild Card, 100 photo questions. **\$120.00**

AH Starship Troopers ***

This excellent game is a faithful representation of the hit movie. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour. **\$60.00**

SDS Starfire 3rd Edition ***

Players lead great fleets through a future history in which a peaceful Terran Federation battles against more aggressive aliens. The system allows you to design your own ships that suit your own style of play. The swift-resolution D10-only system gives you the power to maneuver large fleets will still finishing games quickly. Includes scenarios and ships' stats. **\$28.00**

Starfire 3rd Ed Starter Pack Includes the above rules, one large 4 part map, a scenario book. The Stars at War, and 400 counters. **\$50.00**

Has Star Wars E1 Clash of the Lightsabers **

From Star Wars Episode I, Pick who you will be, Sith Lord Darth Maul or Jedi Master Qui-Gon Jinn, and duel to the finish. Use your battle clod to attack and defend, use strategy, skill and the force. With 120 full color cards, 2 pewter figures. For ages 8 and up. **\$25.00**

FFG Thunder's Edge **

In the tradition of *Twilight Imperium*, this game has a moveable hexagon system that insures that no two games are alike. Tiles and counters are stunning. This is a multiplayer board game of futuristic tactical warfare and struggle for political control, as five factions fight over a wormhole just discovered near an outback mining planet. Our first few copies sold have a free copy of *Golfmania* in them. 39 map tiles, over 100 cards, 288 counters, etc. **\$99.95**

Thunder's Edge Expansion Set #1 Adds new fleet cards, Gryphon and Siege units, five additional factions, 13 map pieces. **\$49.95**



Thunder's Edge

FFG Twilight Imperium **

As soon as I learnt of this game I immediately hunted down the manufacturer and ordered a whole heap of 'em! This is a visually stunning and very playable *hex* game of galactic colonization, conquest, and expansion, for 2 to 6 players. The gameboard is different every game, as it has 49 beautiful, 70mm-wide thick-card, geo-morphic hexes, that are arranged differently each game. These tiles include planets, twin-world systems, asteroid fields, supernovas, wormholes, & empty space. Players control one of six unique alien races and one homeworld, whereupon they spend production to build spaceships, planetary defenses and units, space docks, and develop technology. 76 action cards and 20 political cards add plenty of random events to the game, but often the player who best backstabs the others will win! The rules are a refreshingly short 16 pages, so concentrate on fast paced, action filled games. Ship types are fighters and carriers, cruisers, and dreadnoughts. Thoroughly recommended. **\$85.00**

Twilight Armada More than 300 plastic miniatures of dreadnoughts, cruisers, carriers, fighters, PDS, ground forces, starbases, etc, in six colors, and also red and white counters, to represent ones and fives. **\$63.00**

The Outer Rim Adds thirteen additional hex-systems to form a fifth galactic ring around Maelcor Ring, including two new home systems for two new races. Also has new counters for the two new races, and new Leader Counters and Shock Troopers for all ten races, with new rules. **\$48.00**

Fantasy

FFG BattleMist **

This is a fantasy version of *Twilight Imperium*. In the ever-changing domain of Maelcor, trouble starts. Control one of six powerful races, which are Dwarves, Elves, Knights, Orcs, Barbarians, Undead, and lead your realm into vast forests, plains and mountains in search of the key to ultimate power, the Stars of Timorran. Expand your realm, grow impressive cities, building mighty armies, wild tumble magic and send heroes on quests. Featuring the highly adaptable gameboard, so every game is different. For 2 to 6 players. With 25 plastic miniatures, 2 colorful counter sheets, 45 quest cards, 84 action cards, hex map. **\$100.00**

The Sails of War Contains a large 35" x 23" sea-map and a multitude of ship-counters for trade ships, warships and transport ships. Players must face turbulent waters and sea monsters as they brave the waters. Also new trade and initiative interfaces, and six record/retention sheets. **\$50.00**

CKG Castle of Magic **

For 4 to 6 players. The Land is in chaos and a monster lurks in the castle. You play one of 16 different wizards with unique personal goals. You must obtain the item of Power that fulfills your quest. Do you seek to banish the monster or control it to your personal gain. The adventure unfolds as you cast spells to gain power and discover

the ever changing secrets of the Castle. With game board, 16 wizard cards, 22 Secret Cards, 42 Move Cards, Crown, Amulet and Scepter pieces, etc. **\$55.00**

COS Cosmic Wimpout **

A fast paced game played with 5 special Cosmic Wimpout dice. Players try to roll scoring combinations and take points which will add up to a winning total. But many times a player is forced to keep rolling by several strange rules. You can also win or lose outright by just one roll. For any number of players. Available in three formats. **\$10.00**

Cosmic Wimpout Tube

\$18.00

Cosmic Wimpout Boxed

\$34.00

ATL Cults Across America **

The board game of the Chulhu world. Pummel the President. Buy a tank. Hack Arkham. Shoot Narvathoth with a Cosmic Ray Gun. You'll command cultists, high priests, tanks, the national guard, the President, even Chulhu himself. With challenging resource management, detailed combat choices, three scenarios. 112 game cards, 18x28" color board, 384 counters. **\$90.00**

FFI DiskWars **

An all-new type of game, a bit like a cross between miniatures' games and trading card games. It is a game of mighty battles, powerful magic, great heroes, and dangerous monsters. Quick to learn and easy to play. Players use Creature and Spell cards to fight furious battles on any tabletop. You can customize your army. Each deck contains complete rules and one army of disks, which come in six multitudes of sizes. The pack I opened had 41 disks and 27 counters. All double sided, full color. Availability is limited, and if the one you order is not available, we will supply another at random. **\$20.00**

Farrethast's Undead Army Set **\$20.00**

Ores of the Broken (Knights) Army Set **\$20.00**

Lathari Elves (Wood Elves) Army Set **\$20.00**

Knights of Fallador (Humans) Army Set **\$20.00**

Uthuk Y'lan (Barbarians) Army Set **\$20.00**

Dragonkin Army Set **\$20.00**

Acolytes of Timorran (Arabic Humans) Army Set **\$20.00**

Dwarves of the Red Army Set **\$20.00**

The Draco Wing (Dragonkin) **\$20.00**

Frothian's Ghoulz (Undead) **\$20.00**

The Granman Guard (Knights) **\$20.00**

Sons of Triamlaev (Elves) **\$20.00**

Zocrab's Marauders (Ores) **\$20.00**

Hammers of Uth (Dwarves) **\$20.00**

Knives of Q'aro Fenn (Barbarians) **\$20.00**

Waikar's Sundermen (Acolytes) **\$20.00**

STE KNIGHTMARE CHESS #1 **

An extremely popular accessory for the game of chess. This box contains 80 dark and beautiful cards, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example. **\$30.00**

STE KNIGHTMARE CHESS #2 **

Here are 80 more cards to wake up your chess game - 78 brand new cards. You don't need KC#1 to use this one. Complete rules are included to use these new cards. **\$30.00**

JOL Knights of the Dinner Table: Ores at the Gates **

This board game is based on the Knights of the Dinner Table comic strips. Players take the roles of the comic's characters in their quest to loot, pillage, and wander the countryside trying to find valuable treasure and defending themselves from rampaging ores. 2 - 5 players. With 4 double-sided full color maps, 146 cards, 38 tokens, color character templates. **\$60.00**

BBI Marvel Battlebooks **

Full-color comic-format battlebooks. Each contains quickstart rules, a stats card, & the battlebook, with illustrated attacks that you can perform against another player. You must have at least two books to play. The books are: *Wolverine*, *Iron Man*, *Captain America*, *The Mighty Thor*, *Spider Girl*. **\$7.50 ea**

AH Monsters Ravage America **

Things look hopeless! America is in turmoil. Cities are being crushed. Historic landmarks are getting pulverized. The armed forces are fighting back as 8 giant monsters ravage America. For 1 to 4 players, each of which controls one giant monster and one branch of the armed forces. 2 mounted 16"x22" boards, 2 plastic playing pieces, counters, 44 cards, etc. **\$90.00**

STE TILE CHESS **

A chess variant for up to 4 players where the shape of the game changes with every move. The more players you conquer, the stronger you become. Has 96 tiles, which can be played on any small table. Requires chess pieces. **\$30.00**

AH TITAN **

A supporting fantasy sluffest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleground maps. With 621 large, attractive counters. **\$87.50**

GAM TALISMAN 3rd Edition **

It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. Mounted gameboard, 11 miniatures, 11 character cards, 129 action cards, 30 spell cards, 40 purchase cards, tower, talisman, lead cards, over 100 counters, 32 coins, etc. A good fun romp. **\$90.00**

AH TITAN: The Arena **

Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of bloody battle involving fantasy creatures. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. **\$40.00**

GAM WARHAMMER QUEST **

This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps, in their quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc. tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures including 6 ore warriors, 6 ore archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snottlings, 3 minotaurs, 12 skaven barbarian, wizard, elf, and dwarf. **\$119.00**

Warhammer Quest Deathblow

Your indispensable companion for Warhammer Quest. This limited edition first issue has 96 pages, which include using floor plans in towns instead of an event table, a new town location - the bank; a 'dead good' adventure; rules for skulls, stumps, Krognas, and the other various Slann creatures; rules for adventuring in the lizard lands; 4 new warriors. **\$7.00**

WARHAMMER QUEST MINIATURES

CT992966 IMPERIAL NOBLE **\$20.00**

CT991044 WARRIOR PRIEST **\$20.00**

HG WILD STRIKE! **

A superhero arena combat game in a ziplock bag. Also has a simple set of roleplaying rules for *Champions*, the *New Millennium*. Has full color stand-up counters. **\$10.00**

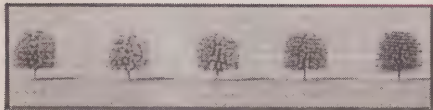
AH WIZARDS QUEST **

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Mamon, which has been divided into 36 territories and eight castles. Ores are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. With superb full color mapboard, one sheet of counters, 35 Petition Cards, two dice. **\$62.50**

CHX WIZ-WAR **

Cast spells and steal treasures. This is a bear and pretzels classic. The game has four individually designed dungeon floor playing boards, exciting spells to cast on opponents from 130 spell cards, five standing color wizard playing pieces, 2 sheets of counters. For 2 - 4 players. Win by stealing treasure from other players. **\$35.00**

K & M MODEL TREES



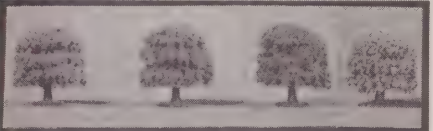
Deciduous Tree Size 1 - Green Height - 3cm without base
- Autumn Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th:
Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1 - Green Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th:
Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size 1A - Green Height - 5cm without base
- Green Height - 6cm with base
- Autumn Height - 5cm without base
- Autumn Height - 6cm with base

\$1.95 each unbased or \$43.00 for a box of 25
\$2.65 each based or \$59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic,
Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1A - Green Height - 5.5cm without base
- Green Height - 6.5cm with base

\$1.95 each unbased or \$43.00 for a box of 25
\$2.65 each based or \$59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic,
Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size T70 - Green Height - 7cm without base
- Green Height - 9cm with base
- Autumn Height - 7cm without base
- Autumn Height - 9cm with base

\$3.25 each unbased or \$73.00 for a box of 25
\$3.95 each based or \$88.50 for a box of 25
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, and all 15mm games such as DBM.)



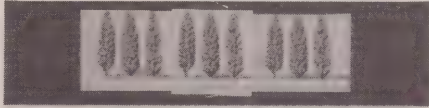
Fir Tree Size 2A - Green Height - 10cm without base
- Green Height - 12cm with base

\$3.75 each unbased or \$67.50 for a box of 20
\$4.45 each based or \$80.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, and all 15mm games such as DBM.)



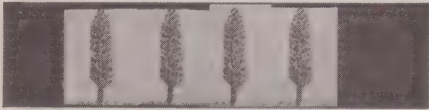
Deciduous Tree Size 3 - Green Height - 13cm without base
- Green Height - 15cm with base
- Autumn Height - 13cm without base
- Autumn Height - 15cm with base

\$4.95 each unbased or \$89.00 for a box of 20
\$5.65 each based or \$101.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



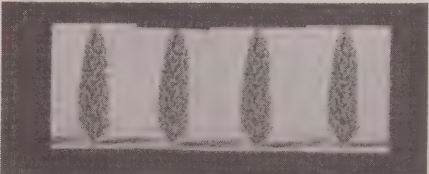
Poplar Tree Size 1 - Green Height - 3.5cm without base

\$1.10 each unbased or \$99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th:
Epic Warhammer 40,000, BattleTech, Micro, etc.)



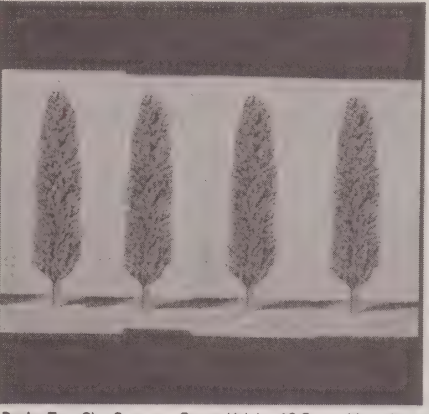
Poplar Tree Size 1A - Green Height - 5.5cm without base
- Green Height - 6.5cm with base

\$1.95 each unbased or \$43.00 for a box of 25
\$2.65 each based or \$59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic,
Epic Warhammer 40,000, BattleTech, Micro, etc.)



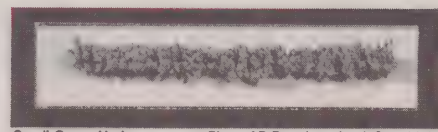
Poplar Tree Size 2 - Green Height - 6.5cm without base
- Green Height - 7.5cm with base

\$2.50 each unbased or \$56.00 for a box of 25
\$3.20 each based or \$72.00 for a box of 25
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, and all 15mm games such as DBM.)



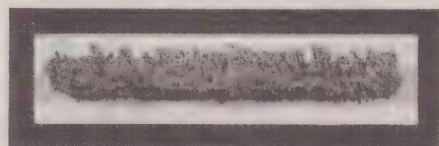
Poplar Tree Size 3 - Green Height - 12.5cm without base
- Green Height - 14.5cm with base

\$4.95 each unbased or \$89.00 for a box of 20
\$5.65 each based or \$101.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and
40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



Small Green Hedge Size - 15.5cm long by 1.6cm high

\$2.95 each or \$53.00 for a box of 20
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a
small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge Size - 18cm long by 2cm high

\$4.75 each or \$85.50 for a box of 20
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy
or 40K, World War Two, US Civil War, etc.)



K & M FLOCK

An excellent range of fine flock to put on the bases of your
miniatures.

K&MSCATTER1	Grass Green Flock	\$4.50
K&MSCATTER2	Grass Medium Green Flock	\$4.50
K&MSCATTER3	Light Olive Green Flock	\$4.50
(This color is the closest to Citadel Flock)		
K&MSCATTER4	Dark Olive Green Flock	\$4.50
K&MSCATTER7	Dark Green Flock	\$4.50
K&MSCATTER9	Dark Brown Flock	\$4.50
K&MSCATTER10	Mushroom Brown Flock	\$4.50
K&MSCATTER14	Golden Sand Flock	\$4.50



K&M Trees, hedges, and Geo-hex hill

Scenery for Miniatures

COLOR CODE

■ New Item Now Available and in Stock

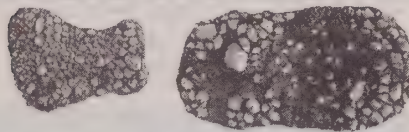
■ New Item Not Yet Released

Adventurous Spirit Roads, Rivers, Terrain

Allow up to 2 weeks for delivery as these items are made to order.
High quality roads and rivers etc made of rubber upholstery. Most items are cast in a light brown (or grey if cobblestones), so just need dry brushing with acrylic paints.
If you lightly buff with very fine sandpaper, the surface will be easier to paint.

DBM 15mm Terrain Features

DBM Enclosed Fields (2 different fields) \$15.00
DBM Rough Going (3 different patches rough going) below \$20.00



DBM Swamp (170mm x 100mm, peanut shaped) \$9.00
DBM Lake (250mm x 150mm, peanut shaped) \$18.00
DBM Terrain Set 1 (one each of above four packs) \$62.00

6mm Scale Road Sets

6mm Straight Dirt Road Set, 180cm long, 3cm wide \$20.00
6mm Curved Dirt Road Set, (7 curved pieces, 3cm wide) \$20.00
6mm Junction Dirt Road Set (2 x Xroad, 4 T, 2 Y, 3cm wide) \$20.00
6mm Sealed Surface Straight Road Set, 180cm x 3cm \$20.00
6mm Sealed Surface Curved Road Set, 12 curved pieces \$20.00
6mm Sealed Surface Junction Road Set, 2 X, 4 T, 2 Y \$20.00

15mm Scale Road Sets

15mm Straight Dirt Road Set, 120cm long, 5cm wide \$40.00
15mm Curved Dirt Road Set, 85cm long, 5cm wide \$40.00
15mm Junction Dirt Road Set, X-Rd, 2xT-Inter, Y-Junction \$40.00
15mm Big Dirt Road Set (Any 3 of the above sets) \$110.00
15mm Dirt Roads Starter Set 2 Straight, 1 Curved, 1 Junction \$140.00
15mm Straight Cobblestone Road Set, 120cm x 5cm \$40.00
15mm Cobblestone Road Junctions (2 T, 2 Xroads, 5cm wide) \$40.00

25mm Scale Road Sets

25mm Straight Dirt Road Set, 180cm long, 7cm wide \$50.00
25mm Curved Dirt Road Set (6 curved pieces, 7cm wide) \$25.00
25mm Junction Dirt Road Set (2 x T, 1 x X, 1 x T, 2 x turn) \$25.00

River Sets

DBM River Straight Pack (4cm wide by 120cm long) \$40.00
Cast in brown. Has six mostly straightish pieces, including a natural ford crossing.
DBM River Winding Pack (4cm wide by 80cm long) \$40.00
Cast in brown. Has eight pieces, all winding. Supplement to above pack.
DBM River/Stream System (4cm wide by 300cm long) \$110.00
Cast in brown. Has eighteen pieces, including road crossing, bridge crossing (needs a bridge), ford crossing, lots of straight and winding sections.
DBM River/Stream System with Resin Bridge (as above + br) \$126.00
DBM River/Stream Set, 200cm x 10-14cm wide (10 pieces) \$100.00

Shell Craters

Any Scale Crater Set (20 assorted craters, 12mm-30mm wide) \$6.00
Big Crater Set (10 assorted craters, 30mm-80mm wide) \$15.00

DBM 15mm Temporary Defense

AS71 15mm Resin Palisade with gate (8cm long) \$5.95
AS72 15mm Resin Palisade (8cm long) \$5.95
AS73 2 x 15mm Resin Palisades (4cm long) \$7.95
AS75 2 x 15mm Resin Palisade Corners \$6.95

Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin kits of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent range of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

Ruined Building Corners

ARM110 Ruined Building Corner with Single Door \$13.50
Stands 62mm high, with one single door, 4 windows, 75mm x 80mm
ARM111 Ruined Building Long Corner with Double Door \$13.50
Stands 62mm high, with single door & double door, 3 windows, 40mm x 115mm
ARM112 Low Ruined Building Corners (2) \$17.95
Two L shaped 40-50mm tall ruined building corners, one longer than the other.
ARM113 Low Ruined Building Corners with shell holes (2) \$17.95
Similar to above, but pitted and scored with shell holes.
ARM115 Two Stories Ruined Building Corner, Roller Doors \$15.95
Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55mm
ARM116 Two Stories Ruined Building Long Corner \$15.95
Stands 88mm high, with single door, 8 windows, 47mm x 102mm
ARM117 Two Story Corner with Floor \$21.50
Two story high corner of a building with windows at ground and first floor level, with a floor for the first floor, 9cm high, 11cm wide.
ARM118 Three Story Corner with Two Floors \$35.95
Three story high corner of a building with windows at ground, first floor level, and second floor level, with a floor for first and second levels, 12.5cm high.
ARM119 Four Story Corner with Three Floors \$35.95
Four story high corner of a building, with windows at all floor levels, with a floor for first, second and third levels, 17.5cm high

ARM121 T Section of Ruined Building with Door \$14.50
A T section of ruined building with a door, about 6cm high.
ARM122 Taller T Section of Ruined Building \$14.50
A much taller T section of ruined building without a door. About 9cm tall.
ARM123 Ruined Cathedral Straight Wall \$26.95
A stunning ruined cathedral wall, about 9cm high.
ARM124 Ruined Cathedral Corner \$26.95
A stunning ruined cathedral corner section, about 9cm high.
ARM125 Ruined Cathedral Ends \$16.50
ARM126 Cathedral Rubble I \$16.50
ARM127 Cathedral Rubble II \$12.95
ARM128 Ruined Cathedral Front Wall with Door \$27.95
ARM129 Ruined Cathedral End Wall with Windows \$27.95

Cathedral (Undamaged)

ARM880 Cathedral Straight Wall Section \$37.00
ARM881 Cathedral Corner \$37.00
ARM882 Cathedral Front Wall, Door, Rose Windows \$69.00
ARM883 Cathedral End Wall with Stained Glass Window \$69.00

High-Tech Walls

ARM130 High Tech Walls Set 1 (2) \$15.95
Two walls about 6cm tall, one 15cm wide and one 10cm wide.
ARM132 High Tech Walls Set 2 (2) \$15.95
Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.
ARM133 High Tech Walls Set 3 (2) \$15.95
Two walls about 6cm tall, 15cm & 10cm wide, covered with pipes, bolts, levers.
ARM134 High Tech Walls Set 4 (2) \$15.95
Two walls about 6cm tall, each 12.5cm wide, covered with pipes, bolts, levers.
ARM135 4" long 1" tall High Tech Walls (3) \$10.95
Three 4" long 1" tall high tech walls.
ARM136 6" long 1" tall High Tech Walls (3) \$13.50
Three 6" long 1" tall high tech walls.
ARM137 6" long 1" tall PipeWalls (3) \$18.50
ARM138 PipeWalls Accessories (3) End Piece, Junctions \$13.95

Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3) \$10.95
Walls 2cm tall, 10cm long, made of small rocks.
ARM142 10cm x 2.5cm Quarry-Stone Walls (3) \$10.95
Walls 2.5cm tall, 10cm long, made of quarry stones.
ARM146 10cm Straight Sandbag Walls (3) \$10.95
Walls 2.5cm tall, 10cm long, straight, made of sandbags.
ARM148 10cm Curved Sandbag Walls (3) \$10.95
Walls 2.5cm tall, 10cm long, curved, made of sandbags.
ARM160 15cm x 2cm Small-Rock Walls (3) \$12.50
Walls 2cm tall, 15cm long, made of small rocks.
ARM162 15cm x 2.5cm Quarry-Stone Walls (3) \$12.50
Walls 2.5cm tall, 15cm long, made of quarry stones.
ARM190 23cm x 2cm Small-Rock Walls (2) \$12.50
Walls 2cm tall, 23cm long, made of small rocks.
ARM192 23cm x 2.5cm Quarry-Stone Walls (2) \$12.50
Walls 2.5cm tall, 23cm long, made of quarry stones.

Science Fiction Terrain

ARM210 Piles of Rubble \$10.95
A 25mm high pile of bricks, and 25mm high pile of scrap.
ARM218 Large Pile of Junk \$15.50
7.5cm tall pile of vehicle parts and other junk.
ARM220 Tri-Tank Fuel Cells \$9.50
Three round chemical storage tanks connected together, about 30mm high.
ARM222 Cryo Generator & Small Power Unit \$10.95
37mm high Cryo Generator and 25mm high Small Power Unit.
ARM224 Cryo Tank, Fuel Processor, Oil Storage Tank \$10.95
37mm high Cryo Tank, 30mm tall Fuel Processor, 25mm tall Oil Storage Tank.
ARM230 Large Tri-Tank Fuel Cells \$15.95
Three large round chemical storage tanks connected together, about 50mm high.
ARM232 Large Cryo Generator \$13.50
One large Cryo Generator, about 60mm high.
ARM234 Large Fuel Processor (1) \$10.95
One large Fuel Processor, about 40mm high.
ARM236 Large Cryo Tanks (2) \$13.50
Two large spherical Cryo Tanks, about 60mm high.
ARM240 Power Grid (2) \$11.95
Two pieces of a Power Grid, one about 20mm high, the other 45mm high.

Containers

ARM310 Small Wooden Crates (9 crates) \$10.95
ARM312 Medium Wooden Crates (6 crates) \$10.95
ARM314 Medium Vertical Wooden Crates (4 crates) \$10.95
ARM316 Medium Vertical Metal Crates (4 crates) \$10.95
ARM320 Large Wooden Crates (4 crates) \$13.50
ARM322 Large Metal Crates (4 crates) \$13.50
ARM324 Large Vertical Wooden Crates (3 crates) \$13.50
ARM326 Large Vertical Metal Crates (3 crates) \$13.50
ARM340 Small Stack of Crates Set 1 (2 stacks) \$11.95
ARM342 Small Stack of Crates Set 2 (2 stacks) \$11.95
ARM343 Big Crate Stack 1, multi-level (1 stack) \$17.95
ARM344 Big Crate Stack 2, multi-level (1 stack) \$17.95
ARM345 Big Crate Stack 3, multi-level (1 stack) \$17.95
ARM346 Big Crate Stack 4, multi-level (1 stack) \$17.95
ARM380 Barrels & Drums (7) \$13.50
ARM382 Wooden Barrels (7) \$13.50

ARM510 Mechanic's Tool Boxes (8) \$11.95
Eight tool boxes, Jerry cans, storage boxes, etc.
ARM520 Double Check Valve \$18.50
ARM530 Transformers \$16.50
ARM550 Control Room Panels (3 pieces) \$17.95
Three control room consoles, about 5cm high.
ARM551 Air Duct Vent (very large) \$13.95

Rocks & Giant Crystals

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2) \$11.95
Two outcroppings of huge crystals, about 4cm tall.
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2) \$11.95
Two more outcroppings of huge crystals, about 4cm tall.
ARM430 Outcroppings of Giant Fluorite Crystals (2) \$11.95
Two outcroppings of giant fluorite crystals, about 2cm high, and different widths.
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2) \$11.95
Two outcroppings of giant pyrite crystals, about 2cm high, and different widths.
ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2) \$11.95
Two outcroppings of giant pyrite crystals, about 2-3cm high, and different widths.
ARM442 Large & Small Sandstone \$11.95

The large sandstone is about 9cm tall by 5cm wide, the other is about 2.5cm high.
ARM443 Large Sandstone \$12.50
ARM444 Slate Wall & Mesas \$11.95
A large slate wall about 4cm high, and two groups of rocks, 2-3cm high. Great!

Rivers

ARM490 River Set (8 pieces) \$77.95
A river 120cm long, 9cm wide, with rocky, grassy, sandy banks.
ARM491 River Straight Pieces (2 pieces) \$23.50
15cm and a 20cm long pieces of river, same as above.
ARM492 River Curved Pieces (2 pieces) \$21.50
12.5cm and a 17.5cm long pieces of river, same as above.
ARM493 River Spring & Y Intersection \$26.00
ARM496 River 4" Straight Section plus Curved Piece \$37.00
ARM497 River Transition Pieces (2) 3" becomes 4" \$28.00

Alien Plants

ARM611 Alien Small Pod Plant Cluster \$10.95
A large patch of ground with 4cm tall rock and several large alien plants.
ARM612 Small Alien Plant Pod Cluster \$10.95
ARM614 Alien Medium Sized Pod Plant \$17.50
One huge alien leafy pod plant, around 6cm high.
ARM615 Large Pod Plant \$30.00
ARM624 Alien Medium Sized Mantrap Plants \$28.95
Two huge mantrap plants, one open, one closed, about 6cm tall.
ARM625 Large Alien Mantrap Plant \$28.00
ARM670 Alien Spike Cactus \$15.95
Large spiky alien cactus plant, around 7cm tall.

Tree Stumps

ARM690 Small/Medium Tree Stumps (5) \$12.50
5 small and medium sized tree stumps, one hollow.
ARM691 Giant Hollow Tree Stump (1) \$12.50
A huge hollow tree stump - you can fit several 30mm figures inside.

Fortifications

ARM460 Crater Set (3 pieces) \$8.50
ARM710 Trench Starter Set \$69.95
Has two weapons pits, two corners and a straight.
ARM711 Trench Weapons Pit \$24.50
The trenches are 20mm deep inside, and 25mm wide inside.
ARM712 Straight & Corner Trenches (3) \$35.95
Two corner trenches pieces and one straight trench piece.
ARM713 T-Intersection Trenches (2) \$21.50
Two T-Intersection Trench pieces.
ARM714 Two Straight Trenches \$22.00
ARM715 45° Trenches (2) \$24.00
ARM718 Small Weapons Pits \$74.95
ARM720 Sandbag Bunker \$26.95
A huge two story sandbag bunker.
ARM721 Sandbag Emplacement \$90.00
Large Sandbag emplacement.
ARM722 Large Concrete Bunker

Bridges & Obelisks

ARM810 Stone Bridge with Gargoyles Pillars \$84.95
A huge stone bridge with gargoyles on the four pillars.
ARM815 Tech Bridge \$78.00
ARM820 Bridge of Skulls \$100.00
ARM860 Tall Skull Obelisk \$21.50
ARM861 Bone Obelisk \$22.00
ARM870 Bone Walls I \$20.00
ARM871 Bone Walls II \$20.00
ARM875 Skull Piles (2) \$22.00

Feudal Japan

ARM970 Japanese Footbridge \$46.00
ARM971 Japanese Standing Arch (very tall) \$37.00
ARM972 Japanese Stone Lanterns (3) \$16.95

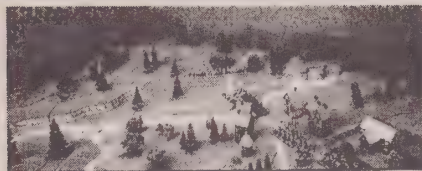
Dwarven Forge

Master Maze

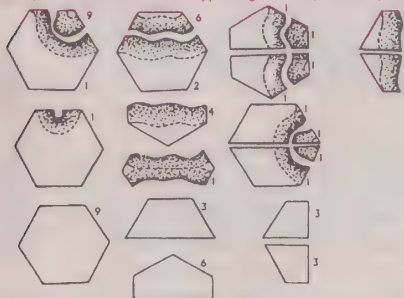
ROOM & PASSAGE SET Beautiful 3D dungeon sets, for 25mm scale figures. Each piece is intricately sculpted, cast in durable resin, and hand painted, with felt stuck beneath each piece. The pieces can be arranged and rearranged into rooms and passages of countless shapes and sizes. Also comes with foam storage and a booklet of setup ideas. This Room and Passage Set includes 9 passage pieces, 25 room pieces, 3 swinging doors, 55 bow tie connectors.
ROOM SET To be used with the above, includes 29 Room pieces, 2 swinging doors, and 50 bow tie connectors. \$109.95
DELUXE ROOM SET 6 wall pieces with torch holders, 6 unit torches, 6 lit torches, 6 corner wall pieces, 11 floor pieces, 2 swinging doors, secret door-wall, 50 bow tie connectors. \$129.95
25 DIAGONAL WALLS SET To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors. \$109.95
Curved Walls & Passages Set With 4 Curved Passages, 8 Curved Corners, and 30 Bow Tie Connectors. \$109.95
SHORT PASSAGES SET Has 14 short straight passage pieces, 1 dead end short passage, 30 bow tie connectors. \$109.95
OCTAGONAL ROOM SET To be used with the above, includes 29 Room pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors. \$109.95
OGRE'S DEN Has one finely detailed all-purpose monster's lair - very cute! Also a swinging door, raisable portcullis, treasure. \$109.95
RAISABLE PORTCULLIS A small stone archway with a small raisable portcullis - very cute! \$19.00
RED PILLARS A set of 8 red pillars, each 40mm high. \$29.00
WICKED ADDITIONS SET Has 2 Curved Passage Pieces, 4 Curved Corner Room Pieces, 2 Large Rectangular Floor Tiles, 2 sets of Upper and Lower Stairs, 4 Red Pillars, 1 Long Straight Passageway, 1 Demon Archway, 1 Raisable Portcullis, etc. \$149.95
WICKED ADDITIONS SET II 1 Mermaid Fountain, 2 spiral stairs, 4 pedestals, dead-end short passage, secret door, 2 x stairs down, 4 long wall pieces, 2 large square floor pieces, 40 connectors. \$149.95

Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revolutionary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.



GH100 The GameScape Green Set \$200.00
A really good set that includes 58 pieces, including 9 full hexagon pieces, and a total of 22 different types of gentle hill pieces altogether



The pieces you get in GH100

GH105 WORLDPAK GameScape Green Set \$210.00
Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absolutely stunning. A great investment.

GH205 WORLDPAK GameScape Desert Set \$210.00

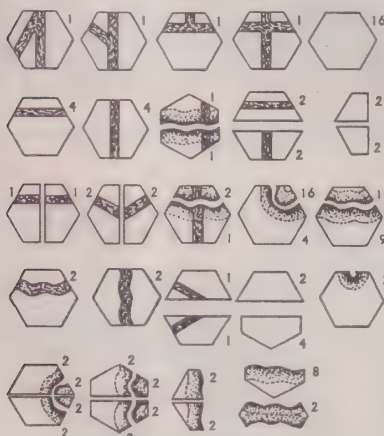
GH110 Hill Set GameScape Green \$105.00
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the *Worldpac* sets.

GH120 Rough Hill Set GameScape Green \$105.00
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your *Worldpac* sets. I bought one of these too.

GH140 Rough Terrain Set GameScape Green \$185.00
Adds 46 pieces being hill sheer edge pieces and hill transitional pieces.

GH1301 The Expander Set GameScape Green \$185.00
Adds roads to the set. With 35 pieces that cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads on the face.

GH1601 Master Terrain Set GameScape Green \$560.00
Over 64 square feet of tabletop landscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornerlots.



The pieces you get in GH1601

GH1305 WORLDPAK BattleScape Green Set \$250.00
Identical to GH105, except that the landscape tiles and BattleScape flocked mat have a 1/2" hexagonal grid printed on them, for playing games such as *BattleTech*.

GH405 WORLDPAK BattleScape Desert Set \$250.00

PSL12 Sloped Pack (2 gentle hill corners, 2 longs) \$13.00
PTN12 Transition Pack (4 sheer hill transition pieces) \$17.00

GEOHEX TERRAIN CLOTHS

GSMAT-G Green flocked 120x180cm terrain cloth \$57.00
I bought one of these, ironed out the creases as per the instructions, and the mat is absolutely stunning - and the flock does not come off.
GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth \$72.00
GSMAT-D Desert flocked 120x180cm terrain cloth \$57.00
GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth \$72.00
GSMAT-S Blue seascape 120x180cm terrain cloth \$50.00
GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth \$60.00
GSMAT-O Colorful Starscape 120x180cm terrain cloth \$50.00
GSMAT-XX Colorful Starscape, hexgrid 120x180cm cloth \$60.00
GSMAT-IC Silent Death Next Millennium Startrap (hexes) \$55.00

GEOHEX FLOCK AND PAINT

GHF49 Geo-Hex Green Flock (1 pint) \$8.00
GHF50 Geo-Hex Desert Flock (1 pint) \$8.00
The same flock that they use on their green or desert hills and terrain cloth. Which means you can flock your miniatures with the same flock, so that your miniatures' bases will blend into GH terrain perfectly. Use with the below paint.

GEOHUES4141 Geo-Hex Green Paint 4 oz. \$10.00
GEOHUES4142 Geo-Hex Desert Paint 4 oz. \$10.00
The same color that Geo-Hex undercoat their scenery with. Mix the paint with about 50% PVA glue and then paint onto your figures' bases immediately prior to flocking them with the above flock.

Miniature World Maker

This is a new locally produced range of rubber scenery. The scenery comes flocked and completely painted. All you have to do is open the bag and use it! Please note, however, that the rubber is quite thin and not as durable as the Adventurous Spirit Range.

Please allow up to 2 weeks for delivery, as these items are made to order.

Scenery Suitable for 15mm & 20mm Figures

MWMRD11 Dirt Road Pack \$43.00
6 Straight sections, 49cm ea, 3 Curved sections, 56cm ea, 2 T-Junctions, Y-Junction, Crossroads.
MWMR11 River Pack \$43.00
4 Straight sections, 51cm ea, 2 Curved sections, 30cm ea, 2 S-Bends, 2 Y-Junctions, 2 Fords.

MWMC1 Medieval Village Scene \$25.00

Large stone house, small house with walled surround, pig-sty, wicker fence, bee hives, etc. 29cm x 29cm

MWMC1a Small Medieval Village Scene \$20.00
Smaller version of C1. 24cm x 18cm

MWMC2 Celtic Village Scene \$25.00

Celtic village on a hill, within a wooden stockade. 29cm x 29cm.

MWMC3 Large Field of Vegetables & Vines \$28.50
Cottage plus walled fields with vegetables and vines. 29cm x 58cm.

MWMC4 Vine Covered Field \$10.00

Field covered in neat rows of vines. 22cm x 19cm

MWMC7 Flat Grassy Field \$10.00

Stone walls along three sides, rocks on the fourth. 25cm x 18cm

MWMC8 Walled Field \$12.00

Has cornfield & ploughed section. Walls on three sides, hedge on the fourth. 24cm x 21cm.

MWMC9 Rectangular strip of Fields \$20.00

Cornfield, ploughed field, vegetable fields, vineyard, small orchard, all on one 52cm x 24cm base. Fields can be cut apart if desired.

MWMC10 Graveyard \$10.00

Walls on two sides, hedges on the other two. 15cm x 11cm.

MWMC14 Marshland \$12.50

Marsh with rocks and reeds. 25cm x 21cm.

MWMC15 Gorge \$25.00

2 large rocks, road section, river section. Two x 25cm x 13cm x 7cm.

MWMC17 Haystacks \$12.50

Two rectangular fields of wheat, three haystacks, 6 wheat sheaves.

MWMC18 Water Village \$25.00

3 houses, 2 storage cones, canoe, wooden dec. 27cm x 23cm.

MWMC19 Ancient Temple \$12.00

Temple with supporting pillars. 7.5cm x 7.5cm.

MWMC20 Early European House \$15.00

2 storey European House with enclosed courtyard 17cm x 10cm.

MWMC21 DBA Base \$6.00

Ancient wicker house in farm setting. 10cm x 10cm.

MWMC22 DBA Base \$6.00

Ancient wicker house, small palisade wall on 2 sides. 12cm x 10cm.

MWMC23 Pack of Two Fields \$10.00

Walled ploughed field with rocky terrain, and ploughed vegetable field. 15cm x 14cm and 15cm x 15cm.

MWMC24 House with Barn \$15.00

Wooden slatted house with barn attached.

MWMC25 Wooden House \$12.50

Wooden slatted house.

MWMC26 Wooden Barn \$10.00

Large wooden slatted barn.

MWMC27 Hay and Log Pack \$15.00

Two large bales and two small bales of hay, two wooden rafts, different log piles, hay stacks, log stacks.

MWMC28 Rough Ground \$10.00

Patch of rough ground with 4 trees and rocks. 15cm x 15cm.

MWMC29 Field with Sunken Road \$12.50

Ploughed field with stone walls, road lined with rocks. 25cm x 21cm.

MWMC30 Rocky Outcrop \$12.50

Scenery Suitable for 25mm & 30mm Figures

MWMWD11 Wide Dirt Road Pack \$40.00
4 Straight sections, 30cm ea, 2 Curved sections, 18cm ea, the road being 12.5cm wide.
MWMWR1 Wide River Pack \$50.00
4 Straight sections, 37cm ea, 2 Curved sections, 23cm, 12.5cm wide.

MWMF1 Trenches \$22.50

Four straight trenches, 22cm x 3cm. 25mm scale.

MWMF2 Trenches \$14.00

T-section, curved section, end section. 25mm scale.

MWMF3 Field Works \$15.00

Palisades with earth bank. Eight pieces. 15mm scale.

MWMF4 Gun Emplacement \$10.00

Concrete heavy gun emplacement. 15mm-20mm scale.

MWMF4A Fox Holes & Machine Gun Nests \$12.50

Package of eight concrete fox holes and machine gun nests. 15mm scale.

MWMF5 Concrete Bunker 15mm-20mm scale \$10.00

MWMF8 Sandbag Gun Emplacement \$10.00

Gun emplacement made of sandbags, 15cm x 10cm. 15mm scale.

MWMSPI Rock Pack \$12.50

Eight rock sections of various sizes.

MWMSPI2 Small Crater Pack \$12.50

Eight small craters.

MWMSPI3 Large Crater Pack \$12.50

Three large craters.
MWMSP4 Rocky Terrain Pack \$12.50
Four large patches of rocky ground. 15cm x 9cm, 19cm x 17cm.

Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths (Each pack has 25 feet 1 of walls.) These are perfect for enhancing games of *Space Hulk*, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for *Warhammer* 40,000 or *Fantasy*. They also make a range of easy to assemble buildings.

SCI101 Dirty High-Tech Spaceship Walls \$25.00
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.

SCI103 Alien Gigeresque Walls & Rooms \$25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie *ALIENS*, which was designed by Giger. For corridors and rooms, including doorways, etc.

SCI104 Alien Lovecraftian Walls & Rooms \$25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.

SCI1101 Battlefield Craters \$10.00

Several sheets of 3-D battlefield craters of all sizes. Perfect for *Warhammer* 40,000 or *BattleTech* or *Space Marine* etc.

SCI1102 Ruined Building with Rubble \$12.50

A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, *Fantasy* or sci-fi.

SCI1103 Pyrotechnics Building \$25.00

SCI2201 Sci-Fi Tower \$12.50

A sci-fi tower suitable mostly for *Warhammer* 40,000, etc.

SCI2203 Downtown High-Rise \$36.95

A sci-fi downtown high-rise building suitable mostly for *Warhammer* 40,000, etc.

SCI2302 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2303 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2304 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2305 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2306 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2307 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2308 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2309 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2310 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2311 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2312 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2313 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2314 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2315 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2316 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2317 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2318 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2319 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2320 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2321 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2322 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2323 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2324 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2325 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2326 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2327 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2328 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2329 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2330 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2331 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2332 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2333 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2334 Fortified Wall (Part of Fortress Generica) \$12.50

A fortress wall suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2335 Fortified Tower (Part of Fortress Generica) \$12.50

A fortress tower suitable for *Fantasy* or *Science Fiction*. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.</

Miniatures & Miniatures Rules

COLOR CODE

- New Item Now Available and in Stock
- New Item Not Yet Released

Ancients & Medieval

Warhammer Ancient Battles

WHW Warhammer Ancient Battles Warhammer Fantasy Battles historical Datasheet. Designed by Jervis Johnson and Rick Priestley, two Games Workshop staff. Uses the same basic rules as Warhammer Fantasy Battles, but there is no magic and no mega-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combat! Only ancient and medieval weapons are catered for, such as thrusting spears, heavy throwing spears such as the pilum, kontos, lance, javelins, four types of bow, etc. Armor is none, light or heavy. Shields can be normal, large or buckler. There are rules for chariots, skirmishers, artillery, two complete army lists: Late Roman/Early Imperial Rome, and Barbarian (Gaulic and British Celts, picts, Dacian, early Goths and Franks), etc. The rules are lavishly illustrated with full color photographs of 25mm painted soldiers. **\$35.00**

ARMIES OF ANTIQUITY Armies of Antiquity includes lists for all of the following armies: Sumerian, Egyptian, Hittite, Trojan Wars, Assyrian, Persian, Ancient Greek, Alexander & his Successors, Ancient Indian, Republican Roman, Cathaginian, Late Roman, Cataphract, Byzantine, The Nomad Hordes, The Saracens, Saxon, Viking, Norman, Crusader, Ancient Chinese, and Samurai. Also has new rules to use in your Warhammer Ancient Battles games. Seven "Tribal Variations" for the Barbarian army, list in Warhammer Ancient Battles, a Praetorian Guard variation for the Roman army list in Warhammer Ancient Battles. **\$18.00**

CHARIOT WARS Includes lists for Biblical period armies, the time when chariots tended to dominate the battlefields. **\$24.00**

Eureka Miniatures

Exaggerated 28mm figures sculpted and cast here in Australia.

Later Assyrian Neo Sargonid

New range to be featured in next catalog - absolutely stunning figures.

WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition WarGames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for this period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons. **\$17.00**

WRG ARMY LISTS Vol 1: Ancient Near East 3000 - 500 BC Covers all the armies of the Ancient Near East from 3000 - 500 BC, such as Babylonian, Assyrian/Early Greek Hoplite, Spartan, Achaemenid Persian, armies of the Persian Wars. **\$17.00**

WRG ARMY LISTS Vol 2: Armies of Far East, Asia, America The Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Hsiung-Nu, Han, Three Kingdoms Chinese, Medieval Vietnamese, Mongol, Japanese (early to late), etc. **\$17.00**

WRG ARMY LISTS Vol 3: Armies of Alexander & Punic Wars Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Centuries AD. **\$17.00**

D.B.A.

WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1 These are WRG's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm or 10mm scale games. **\$12.00**

WRG De Bellis Antiquitatis Fast Play Ancients Rules 2.0 The fully revised DBA is due out around Feb '00, which will be updated to be consistent with DBM and the new army lists. **\$14.00**

D.B.M.

WRG D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat These rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they fought, not according to how they were armed and armored. Shock, cavalry are knights, skirmishing horse are cavalry, or light horse: infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases containing 2 to 4 figures, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are affected by terrain, support, morale, if applicable, and whether your flanks and rear are secure. Certain troop types destroy others if they score higher, such as knights fighting spears or warband fighting blades, but normally you need to double the enemy element's score to kill it. A brilliant command system makes you wrack your brain as you try to out-maneuver your opponent. Regular armies are easy to maneuver, irregular armies less so, and morale is simple but effective - if a command loses 1/3rd of its elements, it is broken, and the army breaks at 1/2 casualties. **\$17.00**

DBM ARMY LISTS Book #1 3000 BC - 500 BC 2nd Ed This book includes notes on each army, rules for using allies, climatic aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Early Hoplite Greek, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Cathaginian, and Neo-Sargonid. **\$19.50**

DBM ARMY LISTS #2 500 BC - 476 AD 2nd Ed A new 2nd Edition, with many lists having been completely revised, such as the Later Hoplite, Seleucid, Graeco-Bactrian, Republican & Classical Indian. Other armies covered are Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Cathaginian, Hunnic, Alans, Gallic, Ancient British, Sassanid Persian, Early German, Visigoth. This book is the most popular in the series. **\$19.50**

DBM ARMY LISTS #3 476 AD - 1071 AD 2nd Ed The Dark Ages and Early Medieval Period, now revised & updated. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Early Samurais (the rumors that this list has been butchered are not true - still a

great list!), Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish Norman, etc. **\$19.00**

DBM ARMY LISTS

For use with the De Bellis Multitudinis WarGames Rules

BOOK 3: 476 AD to 1071 AD



Composited by Phil Barker and Richard Hodley Scott

WAR GAMES RESEARCH GROUP

2nd EDITION, AUG 1999

DBM ARMY LISTS #4: 1071 AD - 1500 AD 2nd Ed The army lists of the High Medieval Period, have now been revised and updated. Some lists have seen huge changes, such as Early Crusader (with sub-generals and a regular Kn and Bd option), Later Crusader (with heaps more Spear and King Richard becomes Reg Kn(S)), Free Company, which gets sub-generals instead of allies: also changes to Italian Condotta, Spanish/Portuguese, Teutonic get auxilia, etc. **\$19.00**

DBF De Bellis Fantasticus: Here There Be Dragons WRG have released DBF, the fantasy rules supplement for DBM (You must own DBM to use this book). The book adds several new monster types such as Flying Behemoths, Flying Vehicles, Behemoths, Large Humanooids, Undead, and unicorns. Allowances are made for huge monsters having double width & depth bases. There are rules for flying, great rules for heroes, some monsters can purchase a magical power, and rules for wizards. The book then has three sections of army lists. The first army lists are based on other popular fantasy books available, detailing each nation in great detail, presenting history, tactics, battles, colors of uniforms and equipment including shield designs. Covers the Persians, Greeks including Boiotia, Sparta, Athens, Phokis, etc. Macedonian, including Philip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Scythians, India, Carthage, Saurashtra, Celts, Rome, Etruscans. **\$48.00**

WRG ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs, Sassanid Persia, Scots-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. Special Price **\$7.50**

WRG ARMIES OF THE DARK AGES 600 - 1066 AD A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunics colors, etc. Maps are also provided. **\$38.00**

WRG ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. Each troop type is illustrated and described, giving armor and tunics colors, etc. **\$30.00**

WRG ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. Each troop type is illustrated and described, giving armor and tunics colors, etc. **\$30.00**

WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD A 200 page historical reference book on the organization, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **\$48.00**

DBM Army Packs

True 15mm Figures. Available Unpainted Only

D.Y.O. DBM ARMY: This is a special offer that applies to all DBM players. Simply post or fax us the army list that you have designed, listing which DBM Army book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/Visa card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off the normal retail prices. (Does not apply to Battle Honors or Chariot or Old Glory figures.) Please note that if your army does not use Museum, AB, Hobby Products or Irregular Miniatures, the order could take 3 - 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Chariot or Essex miniatures. **\$Quote**

Book One

Mitanni 1300 BC DBM Army - 350 points, 24 Cv(S) Chariots, 6 Cv(O) Chariots, 32 Spearmen, 32 skirmishers. Probably the best chariot army ever, with regular generals. (The armored Mitanni Chariots are stunning, new from Chariot Miniatures) **New Price \$150.00**

New Kingdom Egyptian DBM Army - 350 points, 13 Cv(S) Chariots, 144 infantry, 18 baggage animals. **New Price \$122.00**

Neo-Assyrian Later Sargonid DBM Army - 354 points, 10 chariots, 17 Cav, 76 inf, baggage, Chariot Miniatures. **\$125.00**

Book Two Version 2.0

Classical Indian 350 BC 349 points, 77 elements, 7 Elephants, 4 Chariots, 12 Cavalry, 160 infantry, Irregular \$163 Chariot \$133

Later Hoplite Spartan 350 BC DBM Army - 351 points, 194 infantry, 8 cav, baggage animals, AB - \$136.00 Chariot \$110.00

Galatian DBM ARMY, 250 BC - 349 points, 61 elements, 39 Cavalry, 180 infantry, 18 baggage animals, Museum - \$131 Chariot - \$124

Gallic DBM ARMY, 100 BC - 349 points, 74 elements, 66 Cavalry, 162 infantry, Museum Miniatures - \$148.00 Chariot - \$140.00

Seleucid DBM Army - 351 points, 48 elements including Maccabean/Ally General, (Museum & Irregular Miniatures) \$111.00

LATER CATRACHINIAN 209 BC - 350 points, 64 elements, 180 15mm figures - Hannibal & 2 bodyguard, 2 mtd generals, 16 Poeni Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 16 Poeni Citizen Spearman, 32 Hannibals, 32 Hannibals, 16 Libyan Spearmen, 12 Spanish Scutarii, 8 Spanish Javelinmen, 6 Balearic slingers, 8 Numidian Javelinmen, 18 baggage. (Figures are by Battle Honors. Please allow 4 weeks for delivery) **\$165.00**

POLYBIAN ROMAN 209 BC - 349 points, 157 15mm figures - 3 mtd generals, 21 Roman Cavalry, 3 Spanish Cavalry, 80 Hastati, 4 Principes, 20 Triarii, 18 Velites, 12 Spanish Auxiliaries, plus baggage. (Figures by Battle Honors. Please allow 4 weeks for delivery.) **\$135.00**

Book Four

Mongol 1206 - 1266 AD - 350 points, 44 elements, 108 15mm figures, 18 baggage. Figures by Museum (very nice!) \$89.00

Later Crusader 1250 AD - 348 points, 41 elements, 139 15mm figures, 18 baggage. Figures by Museum. \$89.00

Mamluk Egyptian 1250 AD - 349 points, 48 elements, 123 15mm figures Figures by Museum. \$100.00

100 Years War English 1410 AD - 350 points, 41 elements, 145 15mm figures 18 baggage animals, (Museum Miniatures) \$73.00

Medieval French 1410 AD - 350 points, 52 elements, 160 15mm figures, 18 baggage animals, (Museum Miniatures) \$100.00

CHARIOT

15mm

Chariot Gold Range

True 15mm metal miniatures available per pack. A stunning new range from Chariot Miniatures of the UK. Irregular or light troops have up to 8 different poses per pack. Minimum order is 5 packs. Allow 3 weeks for delivery.

Goths & Visigoths

DARK1 Gothic Mtd Command, General, War-Horn, Standard, Warrior. **\$4.95**

DARK2 Gothic Mtd Command, Sub-General, Horn, Standard, Warrior. **\$4.95**

DARK3 Gothic Noble Cavalry/Bucellarii (4) Spear, Shield, Mail-shirt. **\$4.95**

DARK4 Gothic Garding Cavalry (4). **\$4.95**

DARK5 Gothic Foot Warriors, round or oval shields, axes or spears (8). **\$4.95**

DARK6 Gothic Foot Warriors, Coffin shields, axes or spears (8). **\$4.95**

DARK10 Gothic Archers (8). **\$4.95**

Huns (There are around 50 variants in the Huns range)

HUN1 Mounted Command 1 General, 1 Standard, 1 Warhorn, 1 Warrior. **\$4.95**

HUN2 Nobles & Sub-Generals (4). **\$4.95**

HUN3 Mounted Huns with Bows (4). **\$4.95**

HUN4 More Mounted Huns with Bows (4). **\$4.95**

Saxons

SAXN1 Foot Command 3 Nobles, 3 Standards, 2 War Horns. **\$4.95**

SAXN2 Noble Warriors with Spear/Sword/Axe, Helmets, Shields (8). **\$4.95**

SAXN3 Noble Warriors with Spear/Sword/Axe, Shield, Cap (8). **\$4.95**

Late Imperial Romans

SPOR1 Late Roman Foot Command (8). **\$4.95**

SPOR11 Late Roman Legionary, 1st - 5th C, Spear, Shield (8). **\$4.95**

SPOR15 Late Roman Legionary, 1st - 5th C, Sword, Shield (8). **\$4.95**

SPOR16 Late Roman Legionary, 1st - 5th C, Sword, Shield, various (8). **\$4.95**

SPOR29 Late Roman Auxilia Palatina, Bare head, shield, spear (8). **\$4.95**

SPOR31 Late Roman Auxilia Palatina, Helmet, shield, spear (8). **\$4.95**

SPOR37 Late Roman Auxilia Palatina, Fur Cap, shield, spear (8). **\$4.95**

SPOR45 Late Roman Supporting Archer, Bare head, various actions (8). **\$4.95**

SPOR51 Late Roman Mounted Command (4). **\$4.95**

SPOR60 Late Roman Equites Illyrican, with separate arms (4). **\$4.95**

SPOR62 Late Roman Equites Cavalry with separate arms (4). **\$4.95**

SPOR63 Late Roman Catafractarii (4). **\$4.95**

SPOR64 Late Roman Cibitarii (4). **\$4.95**

Chariot Regular Range

True 15mm metal miniatures available per pack. Some packs have a variety of figures. Minimum order is 5 packs. Allow 3 weeks for delivery.

New Kingdom Egyptian

ENK1 PPC Pharaoh in Chariot with Cloth & Plumed Horse. **\$4.50**

ENK1 BLC Egyptian Chariot with Cloth Covered & Plumed Horse. **\$4.50**

ENK1 BLC Egyptian Chariot with Cloth Covered Horse. **\$4.50**

ENK2 Egyptian Regular Spearman with Shield (8). **\$3.95**

ENK3 Egyptian Infantry Command (8). **\$3.95**

ENK4 Egyptian Regular Bowman (8). **\$3.95**

ENK5 Egyptian Regular Auxilia with Javelin & Shield (8). **\$3.95**

ENK6 Egyptian Ascent (8). **\$3.95**

ENK12 Egyptian Shardana Guardsman (8). **\$3.95**

ENK13 Egyptian Auxilia with Bow & Shield (8). **\$3.95**

ENK14 Egyptian Mounted Scout (4). **\$3.95**

ENK15 Sea People with Spear & Shield (8). **\$3.95**

ENK16 Philistine with Sword & Shield (8). **\$3.95**

ENK17 Sherden with Sword & Shield (8). **\$3.95**

ENK18 Ramesside Elite Bowman (8). **\$3.95**

ENK19 Egyptian Bowman in Heavy Textile armor (8). **\$3.95**

ENK20 Egyptian Marine with Javelin and Shield (8). **\$3.95**

ENK21 Egyptian Marine Bowman (8). **\$3.95**

ENK22 Libyan with Javelin or Spear (8). **\$3.95**

ENK23 Egyptian Stands (16). **\$3.95**

ENK24 Egyptian Sickleswordsmen with Shields (8). **\$3.95**

ENK25 Egyptian Infantry Command with Army Standard (8). **\$3.95**

MUSEUM MINIATURES

15mm
Greek & Hellenistic 500 - 50 BC
True 15mm metal miniatures available separately

MUSSE1	Macedonian Phalangite (1)	\$0.55
MUSSE2	Seleucid/Successor/Hellenistic Phalangite	\$0.55
MUSSE3	Thracian Foot with Rhomboid (1)	\$0.55
MUSSE4	Pelion/Thracian (1) w/ javelin (1)	\$0.55
MUSSE5	Psilo with javelin & shield (1)	\$0.55
MUSSE6	Psilo with javelin & shield (1)	\$0.55
MUSSE7	Spartan or Light Hoplite (1)	\$0.55
MUSSE8	Early/Middle Hoplite (1)	\$0.55
MUSSE9	Lycaon/Pamphylia/Mysian spear & shield	\$0.55
MUSSE10	Lycaon/Pamphylia sword, round shield	\$0.55
MUSSE11	Persian Cavalryman armed with spear	\$1.10
MUSSE12	Persian Archer in trousers & tunic	\$0.55
MUSSE13	Thracian slinger with shield & cap (1)	\$0.55
MUSSE14	Seythian foot archer, with fox skin cap (1)	\$0.55
MUSSE15	Thracian Pelast with spr. shield, greaves (1)	\$1.10
MUSSE16	Greek/Thracian Hvy Cv. w/round cuirass	\$1.10
MUSSE17	Spartan Hoplite or General, with cape (1)	\$0.55
MUSSE18	Illyrian Foot with shield & javelin (1)	\$0.55
MUSSE19	Bacrian Hvy Cavalry/Sub General (1)	\$1.10
MUSSE20	Seythian Heavy Cavalry, unarmored horse	\$1.10
MUSSE21	Seythian Foot with spear & javelin (1)	\$0.55
MUSSE22	Seythian Foot armed with axe (1)	\$0.55
MUSSE23	Seythian Cavalry on armored horse (1)	\$1.10
MUSSE24	Vandars (1)	\$1.10
MUSSE25	Seythian Horse Archer (1)	\$1.10
MUSSE26	Saka Cavalry on armored horse (1)	\$1.10
MUSSE27	Bacrian/Sogdian/Seythian Horse Archer	\$1.10
MUSSE28	Seleucid/Caucasian/Agema	\$1.10
MUSSE29	Seleucid/Agema Companion/Agema	\$1.10
MUSSE30	Seythian/Armenian Horse Archer (1)	\$1.10
MUSSE31	Macedonian/Successor Companion Cv	\$1.10
MUSSE32	Seleucid/Successor Cataphract SHC (1)	\$1.10
MUSSE33	Tartarian Light Cavalry with javelin (1)	\$1.10
MUSSE34	Macedonian/Elephant w/driver & pike	\$8.25
MUSSE35	Successor Elephant, tower, driver, 2 crew	\$8.25
MUSSE36	Maced/Elephant Bolt Thrower & 2 crew	\$8.25
MUSSE37	Greek Psilo/Cretan archer (1)	\$0.55
MUSSE38	Greek Psilo/Slinger (1)	\$0.55
MUSSE39	Seleucid & Hvy scythed chariot & driver	\$8.25

Celtic/Galatin/British 400 BC - 75 AD
True 15mm metal miniatures available separately

MUSGL1	Naked Fanatic w/sword & shield (1)	\$0.55
MUSGL2	Naked Fanatic w/spear & shield (1)	\$0.55
MUSGL3	Foot Warrior w/shield & sword (1)	\$0.55
MUSGL4	Light Infantry skirmisher, shield & javelin (1)	\$0.55
MUSGL5	Light Infantry javelinman, shield & javelin (1)	\$0.55
MUSGL6	Light Infantry archer (1)	\$0.55
MUSGL7	Cappadocian/Paphlagonian, shield & javin	\$0.55
MUSGL8	British Light Cavalry, shield & javin (1)	\$1.10
MUSGL9	Medium/Heavy Cavalry, shield & spear (1)	\$1.10
MUSGL10	Noble Cavalry/General/Cm. mail & shield	\$1.10
MUSGL11	Light Infantry Slinger (1)	\$0.55
MUSGL12	Infantryman armed with war horn (1)	\$0.55
MUSGL13	Infantryman holding standard (1)	\$0.55
MUSGL14	Warrior in chainmail, shield sword (1)	\$0.55
MUSGL15	Two Horse Chariot with driver & warrior	\$5.50
MUSGL16	Two Horse Chariot driver & armored warrior	\$5.50

Early Imperial Roman
True 15mm metal miniatures available separately

MUSRM1	Mounted Roman Cnt/Centurion (1)	\$1.10
MUSRM2	Equites Alares/Cohortales Cavalry (1)	\$1.10
MUSRM3	Legionary Centurion (1)	\$1.10
MUSRM4	Legionary Standard Bearer (1)	\$0.55
MUSRM5	Legionary Legionary Musician (1)	\$0.55
MUSRM6	Early Imperial Legionary, Lorica Segmna	\$0.55
MUSRM7	Early Imperial Auxiliary Infantry (1)	\$0.55
MUSRM8	Early Imperial Auxiliary Cavalry (1)	\$0.55
MUSRM9	Sarmatian Lancer on Horse (1)	\$1.10
MUSRM10	Auxiliary Centurion (1)	\$0.55
MUSRM11	Auxiliary Standard Bearer (1)	\$0.55
MUSRM12	Auxiliary Auxiliary Musician (1)	\$0.55
MUSRM13	Early Imperial Legionary with Sword (1)	\$0.55

Roman Gladiators
True 15mm metal miniatures available separately

MUSGD1	Thracian with shield, sea, bare head, greaves (1)	\$0.55
MUSGD2	Vilite with shield, javelin, bare head (1)	\$0.55
MUSGD3	Sannite with shield, sword, helmet, armored right arm (1)	\$0.55
MUSGD4	Secutor with shield, sword, helmet, armored right arm (1)	\$0.55
MUSGD5	Late Thracian with shield, sea, bare head, greaves (1)	\$0.55
MUSGD6	Retarius with net, trident, and bare head (1)	\$0.55
MUSGD7	Provocator with shield, spear, helmet, plate right arm (1)	\$0.55
MUSGD8	Myrmillo with shield, sword, helmet, armored right arm (1)	\$0.55
MUSGD9	Cinnabars with two swords, both arms in plate (1)	\$0.55
MUSGD10	Pugilatus with armored boxing gloves (1)	\$0.55
MUSGD11	Gaetulian with 4 throwing darts (1)	\$0.55
MUSGD12	Aquarius with lasso and armored right arm (1)	\$0.55

1000s - 1300s AD Early Medieval
True 15mm metal miniatures available separately

MUSN1	Light Infantry Archer (1)	\$0.55
MUSN2	Medium Infantry Spearman, kite shield (1)	\$0.55
MUSN3	Heavy Infantry Spearman, kite shield (1)	\$0.55
MUSN4	Unarmored Crossbowman (1)	\$0.55
MUSN5	Medium armored archers (1)	\$0.55
MUSN6	Slav Infantry with spear & kite shield (1)	\$0.55
MUSN7	Heavy Infantry with 2 handed axe (1)	\$0.55
MUSN8	Viking Berserker with axe (1)	\$0.55
MUSN9	Viking Berserker with sword (1)	\$0.55
MUSN10	Viking Bondi Archers (1)	\$0.55
MUSN11	Viking Bondi Spearman with sword (1)	\$0.55
MUSN12	Viking Bondi Spearman with sword (1)	\$0.55
MUSN13	Viking Skirmisher, javelin, shield (1)	\$0.55
MUSN14	Viking Bondi Spearman with spear (1)	\$0.55
MUSN15	Viking Cnt on foot, sword & shield (1)	\$0.55
MUSN16	Viking Huscarl with axe (1)	\$0.55
MUSN17	Staff Slinger light infantry (1)	\$0.55
MUSN18	Viking Ulfheonar warrior (1)	\$0.55
MUSN19	Viking/Norman Hvy Inf. spr. shield (1)	\$0.55
MUSN20	Crusader Crossbowman, armored (1)	\$0.55
MUSN21	Crusader Archer, chainmail hauberk (1)	\$0.55
MUSN22	Crusader Foot Knight w/ lance, shield (1)	\$0.55
MUSN23	Crusader Foot Knight w/spear & shield (1)	\$0.55
MUSN24	Crusader Heavy Inf w/spear & shield (1)	\$0.55
MUSN25	Unarmored crossbowman (1)	\$0.55
MUSN26	Crusader Foot Knight w/sword & shield (1)	\$0.55
MUSN27	Crusader General on foot, sword, shield (1)	\$0.55
MUSN28	Crusader Foot Knight with axe (1)	\$0.55
MUSN29	Crusader Foot Knight with sword, shield (1)	\$0.55
MUSN30	Crusader Foot Knight with sword, shield (1)	\$0.55
MUSN31	Tenonic Foot Knight with lance, shield (1)	\$0.55
MUSN32	Tenonic Foot Knight with lance, shield (1)	\$0.55
MUSN33	Mid Norman Cavalier w/ lance, AD (1)	\$1.10
MUSN34	Mid Norman Knight w/ lance & shield (1)	\$1.10
MUSN35	Mid Norman Knight w/ lance & shield (1)	\$1.10
MUSN36	Mid Norman Retainer, medium cv (1)	\$1.10
MUSN37	Mid Crusader Turcopoles firing bow (1)	\$1.10
MUSN38	Mid Crusader Turcopole with javelin (1)	\$1.10
MUSN39	Mid Crusader Cnt (1)	\$1.10
MUSN40	Mid Crusader Templar Knight (1)	\$1.10
MUSN41	Mid Crusader Hospitaller Knight (1)	\$1.10
MUSN42	Mid Crusader Hospitaller Knight w/sword	\$1.10
MUSN43	Mid Crusader Sergeant w/ lance (1)	\$1.10
MUSN44	Mid Crusader Knight with lance/shield (1)	\$1.10
MUSN45	Mid Crusader Brother Knight (1)	\$1.10

1300s - 1500s AD Medieval Europe
True 15mm metal miniatures available separately

MUSMD1	Unarmored English Longbowman (1)	\$0.55
MUSMD2	Armored English Longbowman (1)	\$0.55

MUSMD3	Unarmored Welsh Longbowman (1)	\$0.55
MUSMD4	French Crossbowman (1)	\$0.55
MUSMD5	Genoese Crossbowman (1)	\$0.55
MUSMD6	French Archer with bow (1)	\$0.55
MUSMD7	Welsh Knife, long knife & shield (1)	\$0.55
MUSMD8	Welsh Spearman, spear & shield (1)	\$0.55
MUSMD9	False French Town Militia, spear, shield	\$0.55
MUSMD10	Brigand with 2 handed weapon (1)	\$0.55
MUSMD11	Heavily Armored English Longbowman	\$0.55
MUSMD12	Foot Knight with mace & shield (1)	\$0.55
MUSMD13	Foot Knight with axe (1)	\$0.55
MUSMD14	Foot Knight with sword & shield (1)	\$0.55
MUSMD15	Billman (1)	\$0.55
MUSMD16	Mounted EHK Men-at-Arms (1)	\$1.10
MUSMD17	Mounted Household Men-at-Arms SHK	\$1.10
MUSMD18	English Lesser Mid Men-at-Arms HC (1)	\$1.10
MUSMD19	French/Continental Mid Men-at-Arms SHK	\$1.10
MUSMD20	French Men-at-Arms HC (1)	\$1.10
MUSMD21	Mounted Hobilar with Lance (MC) (1)	\$1.10
MUSMD22	Mounted Archer/Longbowman (1)	\$1.10
MUSMD23	Late Mounted Men-at-Arms SHK (1)	\$1.10
MUSMD24	Reinforced Armored Billman (1)	\$1.10
MUSMD25	Reinforced Armored Longbowman (1)	\$1.10
MUSMD26	Mounted Slave Levy Hobilar MC (1)	\$1.10
MUSMD27	Mounted Slave Levy Hobilar MC (1)	\$1.10
MUSMD28	Burgundian Handgunner (1)	\$0.55
MUSMD29	Irish Ken Light Infantry (1)	\$0.55
MUSMD30	Mounted Reinforce Billman (1)	\$1.10
MUSMD31	Mounted Reinforce Cavalryman (1)	\$1.10
MUSMD32	Mounted, armored crossbowman (1)	\$1.10
MUSMD33	Mounted Cnt or Sub-general (1)	\$1.10
MUSMD34	Late Men-at-Arms on foot with sword (1)	\$1.10
MUSMD35	Medium Bombard & Crew	\$8.25
MUSMD36	Small Wheel Bombard & Crew	\$5.50
MUSMD37	Organ Gun & Crew	\$5.50
MUSMD38	Small Wheeled Mantlets (4)	\$5.50



15mm Equipment

MUSPH1	Pack Horses (3)	\$2.20
MUSAC1	Pack Camels (3)	\$5.50
BAABAA1	Sheep (3)	\$1.10
MOHMO2	Cows (2)	\$1.10
GRUNT3	Pigs (3)	\$1.10
BLEAT4	Goats (3)	\$1.10
SNORT5	Bison (2)	\$1.10
SPITPT6	Pack Camel (1)	\$1.10
SPITPT7	Camel (1)	\$1.10
RAWHID8	Long Horn Cattle (2)	\$1.10
MEHME9	Lambs (4)	\$0.55
WOOF10	Labrador (1) dog	\$0.55
GROWL11	Alsatian (1) dog	\$0.55
HUMP12	Pack Mules (2)	\$1.10
PHEW13	Meles (2)	\$1.10
GEEGEE14	Horse (2)	\$1.10

15mm Peasants

Female Peasant on Foot	\$0.55
Priest on Foot	\$0.55
Woodman on Foot	\$0.55
Shepherd on Foot	\$0.55
Nouveaux Rich Peasant on Horse	\$1.10

15mm Defenses

Earthem Bank with Wooden Palisade 40mm wide	\$4.00
Wooden Palisade 40mm wide	\$1.30
Stone Parapet with Stone Wall 40mm wide	\$4.00
Stone Wall 40mm wide	\$1.30
Earthem Ditch 40mm wide	\$4.00
Medieval Tent 15mm wide	\$4.00

DBM Metal Bases

2mm thick, flat metal bases with vertical sides and sharp corners & edges	
15mm x 40mm (for use with 15mm scale)	\$0.55
20mm x 40mm (for use with 15mm scale)	\$1.10
30mm x 40mm (for use with 15mm scale)	\$1.65
40mm x 40mm (for use with 15mm scale)	\$2.00

AB ANCIENTS

The best ancient figures I've seen, by far, but around 19mm tall.

ABGR1	Front Rank Hoplite (1) 2 types	\$0.70
ABGR2	Rear Rank Hoplite (1) 2 types	\$0.70
ABGR3	Front Rank Spartan (1) 2 types	\$0.70
ABGR4	Rear Rank Spartan (1) 2 types	\$0.70
ABGR5	Nude Hoplite (Boetian/Theban) (1) 2 types	\$0.70
ABGR6	Cretan Archer (1) 2 types	\$0.70
ABGR7	Spartan Officer (1)	\$0.70
ABGR8	Hoplite Officer (1)	\$0.70
ABGR9	Pipe Player (1)	\$0.70
ABGR10	Horn Player (1)	\$0.70
ABGR11	Thessalian Cavalryman (1)	\$1.40
ABGR12	Athenian Cavalryman (1)	\$1.40

Atlantic Ancients

HO Scale Soft plastic Ancient Figures, about 24mm tall

EXALT1	Ancient Egyptian Infantry (62 HO Scale figures)	\$17.00
EXALT2	Ancient Egyptian Archers, Guards, Negroes	\$17.00
EXALT3	Ancient Egyptian Chariots (6 HO Scale Chariots)	\$17.00
EXALT4	Contains 6 2-Horse Chariots, each with 2 crew. Horses have cloth armor.	\$17.00
EXALT5	Ancient Greek Infantry (64 HO Scale figures)	\$17.00
EXALT6	Contains one armored archer type, and 7 types of Hoplites, scale or bronze cuirass. Suitable for Trojan War, Early & Late Hoplite Greek.	\$17.00
EXALT7	Ancient Greek Cavalry (2 HO Scale Chariots, 8 Cavalry)	\$17.00
EXALT8	Contains 2 Trojan War Chariots, and 8 Greek Cavalry.	\$17.00

HaT Ancient & Medieval Figures

HO Scale Soft plastic Ancient Figures, about 24mm tall

EXHAT917	Roman Heavy Infantry, Principes & Triarii	\$12.00
EXHAT918	Roman Light Infantry, Hastati & Velites	\$12.00
EXHAT919	Carthaginian Spanish Infantry	\$12.00
EXHAT920	Carthaginian African Infantry	\$12.00
EXHAT921	Sheriff of Nottingham	\$12.00
EXHAT922	Robin Hood	\$12.00

Eureka Miniatures Catalog

Eureka Miniatures are currently putting together a brand new catalog, as the last one was produced in 1997. The new catalog will include all of their recent additions plus all their other stock lines. As you may or may not know, Museum, Irregular, AB, and Full Thrust miniatures are all cast here in Melbourne under license by Eureka Miniatures. Eureka Miniatures also produce a magnificent half an inch thick catalog, which contains hundreds

and hundreds of black and white photographs of almost all the massive range listed in the catalog. We are proud to announce that we are now offering the entire Eureka Miniatures range. Simply buy this catalog, have a look at the photos, and order the codes from us as per usual, pay for the titles according to the price code at the beginning of the catalog, and we will send the items to you. Please note that most items ordered from the Eureka Miniatures catalog may take one week for delivery (or longer if it is a really big order. All Eureka orders are cast-up specially for us, and normally delivered to us on the following Monday.) Please also note that when ordering "100 piece armies" etc from this catalog, that a horse and rider counts as two pieces, even if mounted in one piece.

Eureka Miniatures Catalog Due Feb '00 \$16.00

Eureka Miniatures AB Catalog \$4.00
The first part of Eureka's new miniatures catalog to be ready is their AB range, which is around 30 pages long, with B&W photos of the figures.

BATTLE HONORS

By Tony Barton

These are the best Polybian/Cautilian/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. (Minimum order is ten packs. Allow three weeks for delivery.)

Polybian Roman		
R01	Velite with separate shield & javelin (8)	\$5.95
R02	Hastati/Poor Principes, standing with pilum, square armor (8)	\$5.95
R03	Hastati/Poor Principes, throwing pilum, square armor plate (8)	\$5.95
R04	Principes (or Triarii), mail shirt, standing with spear (8)	\$5.95
R05	Triarii Kneeling to receive charge, mail shirt, spear (8)	\$5.95
R06	Infantry Command Group (5)	\$5.95
R07	Roman/Italian Cavalry, mail shirt, javelin, shield (3)	\$5.95
R08	Use as Roman Mounted Command (3)*	\$5.95
* Actually Carthaginian mounted command group.		

Carthaginian		
CG1	Citizen Infantry (8) (Auxilia)	\$5.95
CG2	Citizen Infantry (8) (Auxilia)	\$5.95
CG3	Libyan Spearman (8) with long thrusting spear	\$5.95
CG4	Hannibal's Veteran Spearman (8) with long thrusting spear	\$5.95
CG5	Libyan Javelinman (8)	\$5.95
CG6	Numidian Javelinman (8)	\$5.95
CG7	Spanish Scutarii (8)	\$5.95
CG8	Balearic Slingers (8)	\$5.95
CG9	Spanish Javelinman (8)	\$5.95
CG10	Carthaginian Infantry Command (5)	\$5.95
CG11	Poeni Carthaginian Cavalry (3)	\$5.95
CG12	Libyan Cavalry (3)	\$5.95
CG13	Spanish Cavalry (3)	\$5.95
CG14	Carthaginian Mounted Command (3)	\$5.95
CG15	Hannibal and Two Companions (3 mounted)	\$5.95
CG16	Elephant & Crew (this is a huge elephant)	\$20.00

<u>Ancient Greek</u>		
GR7	Thracian Pelast (8).....	\$5.95
GR9	Stone Thrower (8).....	\$5.95
GR10	Thessalian Javelinmen (4 with shield, 4 with no shield.)	\$5.95

Days of Knights

Chipco Days of Knights Chipco's simple, brief medieval rules, from 1250-1500 AD. Includes army lists for the more important armies of the day, rules for generating special characters, can be used with 15mm or 25mm figures, rules for holy relics, army standards, omens, portents, movement & combat based on previous Chipco miniatures games. \$24.00

Tactica

QUA Tactica Ancient Rulebook A set of ancient rules using the Tactica system. Arty Conflite includes army lists of the more common beligerents, heaps of great color photos. \$27.00
QUA Tactica Medieval Rulebook A set of medieval rules using the Tactica system, by Arty Conflite and Ed Regendahl. Includes 27 army lists, siege rules, campaign rules, scenarios, tournament rules. \$30.00

Revenge

EHQ Revenge Miniatures rules for the Age of Chivalry, 500 AD - 1500 AD. These are easy to learn rules specifically written for warfare in the Middle Ages. Actually contains three sets of rules. *Dene Hvit* is a set of rules that covers the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing or record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Siphais, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blows, Wardens, Hordes, Artillery, etc. The game is extremely fast moving. \$17.00

DBR, ARMY LISTS BOOK 1 Covers the Great Italian Wars: the Valois-Hapsburg-Tudor Wars; Armies of the Turkish Wars; Armies of the Chinese and Japanese Wars; Armies of the Americas, and Armies of the Reformation. \$17.00

Warfare in the Age of Discovery

EHQ Warfare in the Age of Discovery Miniatures rules for the Renaissance 1470 – 1680 AD. A set of intermediate level rules with extensive army lists covering the major armies of Europe covering the Italian Wars through to the Religious Wars. Also how to create scenarios and generate terrain. A naples campaign system links battles together. Also army lists for 30 Years War, English Civil War, etc. \$33.00

18th & 19th Century

Chef De Bataillon

EMP CHEF DE BATAILLON

A rules system that portrays tactical warfare in the Napoleonic period. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occurred within the large battles in a manner previously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. \$50.00

Empire

EMP EMPIRE

By The Emperor's Headquarters. The comprehensive, illustrated **EMPIRE** rulebook carefully describes the proven Telescoping Time concept which allows you to accurately simulate a Napoleonic battle in the most time-efficient manner yet possible. You are cast in the role of a real corps or army commander, allowing you to synthesize grand-tactical decision-making with consideration of tactics. Detailed leader ratings allow personalities to function on the miniatures table like they did in real life. With detailed appendices that describe troop and leader ratings, morale, firepower, changing combat performance by campaign year, etc. \$50.00

Empire Campaign System

Tired of having to adopt boardgames as rules for your miniatures campaigns? Not to worry! Now the Empire Campaign System brings you a Napoleonic campaign system designed exclusively with the miniatures wargamer in mind. The maneuvers into battle and pursuit thereafter all neatly tie together. With a large color map of Saxony, reduced scale game maps, campaign charts, rules, \$20 counters, etc. \$15.00

Eureka: Pirates

EUR

15 MEN The Pirate Skirmish Rules

Designed for Hollywood style action and quick exciting games of piracy on the high seas, these rules require only 15 pirates per side and will give you many an evening's entertainment. (Photocopied production.) \$5.00

'Avast' Range of 'Golden Age' Pirates

Exaggerated 28mm range of pirates made by Eureka miniatures

EURPS1*	Pirate with peg leg and eye patch (pictured below)	\$2.00
EURPS1*	Pirate with peg leg	\$2.00
EURPS2*	Pirate with foot on treasure chest	\$2.00
EURPS2*	Pirate with foot on treasure chest (pictured below left)	\$2.00
EURPS3*	Pirate carrying barrel (pictured below right)	\$2.00
EURPS3*	Pirate carrying barrel	\$2.00
EURPS4*	Pirate with dagger	\$2.00
EURPS4*	Pirate with dagger	\$2.00
EURPS5*	Well dressed pirate advancing with pistol	\$2.00
EURPS5*	Well dressed pirate advancing	\$2.00
EURPS6*	Pirate with hook and sword	\$2.00
EURPS6*	Pirate with hook and sword	\$2.00
EURPS7*	Cur with pistol and belaying pin	\$2.00
EURPS7*	Cur pointing	\$2.00
EURPS9*	Cur with blunderbuss	\$2.00
EURPS9*	Cur ready for action	\$2.00
EURPS11*	Pirate 'laving gun'	\$2.00
EURPS11*	Pirate 'laving gun'	\$2.00
EURPS12*	Pirate pulling on ropes	\$2.00
EURPS13*	Pirate pulling on ropes	\$2.00
EURPS14*	Pirate with rammer	\$2.00
EURPS14*	Pirate with rammer	\$2.00
EURPS15*	Powder Monkey (Cabin Boy)	\$2.00
EURPS16*	Savagely fighting	\$2.00
EURPS17*	Cur using two handed weapon	\$2.00
EURPS18*	Pirate with peg leg and eye patch	\$2.00
BargainPack	30 randomly assorted historical pirates	\$50.00
EURPZ1	Zombie pirate (many variants)	\$2.00
EURPZ2	Zombie pirate conjurer in eastern dress	\$2.00

Pirates are supplied on slot style bases inscribed with wooden planks. Grass inscribed bases can be supplied instead if required.

* Pirates so marked have one or two open lands, so that you can add a random weapon to their hand, to make greater variety.

Pirate Ship & Accessories

For the exaggerated 28mm range of pirates made by Eureka miniatures

PirateShip	Pirate Ship	\$75.00
225mm x 175mm resin pirate ship, being just the one topmost deck. Comes with masts, railings, gratings, ships wheel and figurehead.		
PirateSec	Pirate Ship Extra Middle Section (to make the above longer)	\$25.00

Fire and Steel

WRG FIRE AND STEEL

Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. \$13.50

Flint & Steel

COA FLINT & STEEL 1740 - 1789 RULES

Brand new rules from Clash of Arms, being miniatures rules for the American Revolution and the Age of Reason. Suitable for 5mm, 10mm, 15mm, 20mm, 25mm or 30mm figures, and a sheet of top down figure stand templates is provided with the rules so that you can play even without owning any figures! The rules are comprehensive and play quickly, and give ratings and details for almost 700 individual American, British, German, French and Indian units from the American Revolution, as well as ratings on over 500 different types of units for 26 different armies between 1740-89. Performance data on over 50 kinds of artillery. \$34.95

From Valmy to Waterloo

COA FROM VALMY TO WATERLOO

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer must determine the overall objectives for the army, and on the tactical level, the player must then attempt to achieve these objectives with the figures he commands on the tabletop. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. \$40.00

In the Name of Glory

DM

In the Name of Glory Napoleonic Rules

Grand tactical rules that are based on overall command & control and troop morale rather than the details of combat affecting individual troops. Smallest tactical unit is a Brigade of Infantry (consisting of a minimum of 4 elements). No re-basing of figures required. 30 pages. \$25.00

Le Petit Empereur

CHIPCO Le Petit Empereur A fun, fast play set of rules that takes around two hours to play with 120-20 figures per side. Complete army lists are included that cover all major and minor combatants of the period. Also has unique national capabilities, a novel 'Moral Clock' system, simple and quick movement and combat resolution. \$15.00

Napoleon's Battles

AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes. One inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DVO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. \$45.00

Off to War

DM Off to War Napoleonic Rules

Each figure represents 20 foot or mounted or 6 artillery. No re-basing necessary. Rules cover visibility, unit reaction-time tests, formations, interpenetration (skirmishers), detailed orders & changing orders, list of historical commanders & their C3 factor, various tables, etc. \$26.00

Principles of War

POW Principles of War

Miniatures wargames rules for conflict between 1792 and 1815. These rules feature a simple mechanism that emphasises command and control. For any scale, from 6mm to 25mm. There is no casualty removal. 1 inch = 100 yards for 6mm and 15mm, 1 inch = 50 yards for 25mm. There are usually 12 - 18 turns a day. One unit of models represents one foot regiment of two or more battalions. A cavalry unit represents a brigade of two or three cavalry regiments. An artillery battery represents several batteries. Also has tactical army lists for most nations involved. Covers to 25mm, 15mm or 6-10mm. \$30.00

Shako

QUA SHAKO

By Arty Conflite, who brought us *Spearhead* and *Tactics*. These are multi-level Napoleonic rules that allow you to fight mid-sized Napoleonic battles using infantry Battalions and Cavalry regiments. Or you can fight epic clashes like Waterloo using entire Divisions and Brigades. The command system emphasises player generalship and rewards good planning. All major tactical doctrines are represented, so armies look and maneuver as they did historically. 20 Napoleonic army lists are supplied. Playable with any Basing System. Also includes Seven Years War with 9 army lists. \$35.00

Fields of Glory 18 scenarios, including Spanish against French in 1808, Wellesley in 1808, Raab 1809, Austrians against Polish in 1809, the Russian Guard at Austerlitz, Platenot in Waterloo, Wavre 1815, etc. \$28.00

They Died for Glory

QUA THEY DIED FOR GLORY

The Franco-Prussian War, 1870-71. This war ushered in a new era in warfare. Breaching loading guns replaced outdated muzzle loading rifles. Breaching loading Krupp artillery and the French machinegun made their appearances. Mass cavalry charges and assaults by columns of infantry resulted in huge casualties. Easy to learn and play, written especially for 15mm, players can build a division, corps or army. Eleven scenarios. \$28.00

Warfare in the Age of Reason

EMP WARFARE IN THE AGE OF REASON 2nd Ed

By The Emperor's Headquarters, an easy to learn set of miniatures rules for the 18th Century. Tactical, campaign and siege sections can be used together or separately to let you re-fight battles from Marlborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the period. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. With army lists for the campaigns of Marlborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, and the American Revolution. Has 119 tactical maps and a campaign map of Europe, India, and American Colonies. This is the all new 2nd Edition. \$35.00

Campaigns and Battles from the Age of Reason Seven scenarios plus how to create your own. 100 new tactical maps, army lists for Spain in Europe and the Americas, Prussia and Austria in 1757, etc. \$28.00

15mm Buccaneers

Each figure has up to 6 variations

VB1	Buccaneer General/Captain	\$0.55
VB2	Buccaneer Cimauroon with Musket	\$0.55
VB3	Buccaneer with pistol and cutlass	\$0.55
VB4	Buccaneer with musket held over the head	\$0.55
VB5	Buccaneer with halberd	\$0.55
VB6	Buccaneer artillery crew	\$0.55
Buccaneer Army 8 Officers, 4 Cimauroons, 52 Musketeers, 32 pikemen, 46 men with pistol and cutluses, 2 cannons and crew		\$78.00

AB 15mm Napoleonics

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

If you want to see a complete list of all AB Napoleonic figures, please buy the Eureka Catalog, which has B&W photos of all the figures. \$16.00

Napoleonic HaT Figures

1/72 scale hard-plastic figures

FXHaT7013	Arab	\$11.50
FXHaT7012	French Foreign Legion	\$11.50
FXHaT7006	Prussian Landwehr Infantry (45 pieces - soft plastic)	\$11.50
FXHaT7008	Waterloo French Infantry Feb	\$11.50
FXHaT7009	Waterloo British Infantry Feb	\$11.50
FXHaT7001	French Mamelukes (12 cavalry)	\$11.50
FXHaT7002	Prussian Dragoons (12 cavalry)	\$11.50
FXHaT7005	Prussian Uhlans (12 cavalry)	\$11.50
FXHaT7006	Cossacks (12 cavalry)	\$11.50
FXHaT7007	Prussian Artillery (48 pieces)	\$11.50
FXHaT7008	Brunswick Avante Guard infantry (45 pieces)	\$11.50
FXHaT7009	French Dragoons (12 cavalry)	\$11.50
FXHaT7010	Russian Artillery (48 pieces)	\$11.50
FXHaT7011	French Light Lancers (12 cavalry)	\$11.50
FXHaT7012	Russian Dragoons (12 cavalry)	\$11.50
FXHaT7013	Russian Imperial Horse Grenadiers Due Feb	\$11.50

FXHaT8014	King's German Legion Cavalry Due Feb	\$11.50
FXHaT8015	Austrian Cuirassiers Due Feb	\$11.50
FXHaT8016	Russian Cuirassiers Due Feb	\$11.50

Tabletop Complete Armies

Napoleonic Army Starter Set

\$79.95

Warfare in the Age of Reason Rules, and over 100 15mm French & British excellent AB figures, incl. infantry, cavalry, artillery. Note that cavalry count as two figures, artillery count as several pieces.

19th Century

Battles for Empire

WAR Battles for Empire 1870 - 1902

Assisted by Arty Conflite. A complete rules system for recreating the battles of British imperial conquest in miniature. Players command units of British regulars and trained colonial recruits, for fight against these invaders with Dervishes, Zulus, Pathans or Boers. No re-basing of figures required. Company sized units, integrated movement and morale system makes ambitious plans difficult to co-ordinate when under fire. \$35.00

Fire & Fury

QUA FIRE & FURY

An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No re-mounting of figures is necessary. \$45.00

Great Western Battles Scenario Book Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Corinth 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864. \$30.00

Great Eastern Battles Scenario Book At last we found this much sort after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines' Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862, Second Bull Run 1862 and Antietam. \$32.00

Gunfighters, Gamblers & Villains

Dixon Gunfighters, Gamblers & Villains of Old West

16 page set of rules that are an exciting, fast moving game which can be played by 2 or more people. You need a tape measure, pack of playing cards & figures from the Wild West. Rules are simple and include character generation, wounds and injuries, weapons, dynamic, gunfight rules, etc. \$15.00

Johnny Reb III

JOH Johnny Reb III 3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart. \$40.00

Mr Lincoln's War

WAR Mr Lincoln's War

Written with the assistance of Arty Conflite. Focuses the action on the tactical unit of the American Civil War - the Regiment. You play the role of a brigade or divisional commander. Includes a point system, no re-basing of existing figures required, quick battle resolution, 15 diagrams, a 5 minute turn sequence, gives command control problems common to this war. \$32.00

Patriots & Loyalists

WAR Patriots & Loyalists

Written with the assistance of Arty Conflite. A regimental-level game for the American Revolution which allows players to focus on battle plan execution, and to control armies as if they were Washington or Howe. Emphasises morale and its effects on maneuver ability, unit cohesiveness in the face of enemy fire, and reactions to enemy activity. Minimal charts and factor calculations permit players to finish battles in a single evening. With scenarios. No re-basing of figures is required. Has point values for all units. Also covers the French and Indian War. \$32.00

Principles of War

POW Principles of War Waterloo to Mons

Miniatures wargames rules for regular and colonial conflicts in the 19th Century, from the end of the Napoleonic wars to the beginning of WWI. These are a complete set of rules, which again emphasise command & control. Has army lists for the major nations between 1870-80, and a selection of colonial armies, such as Zulu and American Indian New weapons include machine guns. \$27.00

Colonial Army Lists 1838 - 1915 Covers early, high and late colonial periods, with lists for Afghans, Boers, Japanese, Sikh, British, French, Mexican, Spanish, American Indians, Zulu, Peking, etc. \$18.00

Continental Army Lists 1820 - 1869 Army lists cover Greece, Russia, Turkish, Austrian, British, Crimean, Russian, Crimean, US Union and US Confederate, US Cavalry, etc. \$18.00

Continental Army Lists 1870 - 1915 & Russian Civil War Covers the late 19th Century, Continental armies pre-WWI, Continental armies during WWI, and the Russian Civil War. \$18.00

Stars 'N' Bars

EMP STARS 'N' BARS

3rd Edition. This is The Emperor's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions, and even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E. Lee, George A. Custer, etc. You now lead the famous brigades, divisions, and corps and re-fight the epic battles of this war. Includes comprehensive rulebook, counter sheet, play aid cards. \$24.00

The Civil War Maps Contains four huge full color maps of those parts of North America involved in the Civil War. Also has simple campaign and movement rules, with dot to dot movement system, railroad and roads, cities, etc. \$60.00

Warpaint

EMP WARPAINT Cavalry & Indian Wars

This is a popular recent release by The Emperor's Headquarters. Warpaint is

s set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontiers of the American Wild West. It features a quick play system that will not bog the game down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. \$24.00

25 Piece 15mm Indian Army Pack \$15.00
25 Piece 15mm US Cavalry Army Pack \$15.00
50 Piece 15mm Indian Army Pack \$27.00
50 Piece 15mm US Cavalry Army Pack \$27.00
(Note: mounted Indians & Cavalry count as 2 pieces)

HaT9004 Union Zouaves Infantry (45 pieces, 1/72nd scale, plastic) \$11.50

Complete Armies

American Civil War Starter Set \$85.00
Includes a popular set of US Civil War Miniatures Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery. Note that cavalry count as two figures, artillery as several.

Zulu Wars Army Starter Set \$69.95
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures, made by Irregular Miniatures. Note that cavalry count as two figures

WW1, 2 & Modern Battleground WWII

EE BATTLEGROUNDS WORLD WAR II

An extremely detailed set of skirmish World War II rules. In a 3-ring binder, includes 120 pages of rules, individual tank charts which include four 'to-hit' diagrams per tank, with 20 hit locations per diagram; stats for German, Russian and American tanks, guns, artillery and infantry small arms; scenarios, rules for snipers, engineers, ramming, templates, counters. \$47.50

ISLANDS OF BLOOD Campaign pack covering combat between American Leathernecks and GIs against the Japanese, including: Pacific War rules such as Banzai charges, jungle fighting, Japanese tank charts, beach landings, flammethrowers, tree snipers, booby traps, etc. \$47.50

CRUSADE FOR EMPIRE Campaign pack covering the battles in North Africa between the British, Afrika Korps and Italians. Includes British and Italian tank, infantry and artillery charts, desert rules, etc. \$42.00

Men of Honor Presents five German and five American heroes, with new rules for heroes and cowards, new 'heat of battle' rules, 10 detailed hero sheets, 10 historic scenarios for the heroes presented. \$37.00

Normandy Nightmare Furious combat around St Lo during the D-Day landings. With advanced booby rules. 11 scenarios, dozer tank, etc. \$25.00

Panthers East Scenario following the service history of the various Panther variants such as D, A, G, F, on the Eastern Front. 10 scenarios, eight new tank charts, rules for mud, snow and rain. \$25.00

Red Devils in the Night Scenario pack covering combat between the British 6th Airborne Division and Germans, June 5th 1944. Covers British airborne weapons, night rules, 12 scenarios, unique personality rules. \$25.00

Tankers Challenge Has 36 detailed two-page tank charts for American, German and Russian tanks. Also a mini-game of tank versus tank. \$25.00

Battleground Miniatures
12mm metal figures, with slot bases
EEE2004 American 30 cal Team \$30.00
Includes 30 Cal MMG team firing, and on the move, (6 figs + MMG)
EEE2005 American Anti-Tank Team \$26.00
Includes 5 figures - 2 bazookas, 2 loaders, 1 man with rifle grenade.
EEE2006 American Heroes: Men of Honor \$26.00
Includes 5 figures - 1 with MMG, others with variety of other weapons.
EEE3006 German Heroes: Men of Honor \$26.00
Includes 5 figures with a variety of weapons

Challenger 2000

TAB CHALLENGER 2000
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battleground combat from 1950 to 2000's. Each mini-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multiple ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$25.00

Modern Equipment Handbook \$25.00
Modern Equipment Handbook # 2 \$25.00

Clash of Armor

COA CLASH OF ARMOR

Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganization. Enemy units can also respond to those actions, but also at the cost of fatigue etc. The system is quite good and favors German units flexibility over that of Russians, for example. 64 pages, and includes unit organizations, vehicle, gun and troop charts with stats, etc. \$35.00

FROM GOLAN TO SINAI Arab Israeli Wars 1956-73
Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1975. Each scenario includes a map, a brief historical context and unit organizations and equipment. A few vehicles and guns are provided with all relevant stats. \$25.00

ROMMEL'S BATTLES Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied; the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in moving engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. \$22.50

Command At Sea

NO SAILOR BUT A FOOL Coastal Actions in WW II A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. \$27.00

Painters Guide to World War II Naval Camouflage 54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. \$30.00

SUPERMARINA I This is a complete game of the War in the

Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines versus convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to soloitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. \$70.00

SUPERMARINA II Part II of the Mediterranean War. July 1941 to August 1942, portraying the struggle for naval supremacy in the Mediterranean as the vital supply link for Allied and Axis forces in North Africa. Has over two dozen new scenarios. 70 page book. \$22.50

The Naval SITTE Issue 15 A magazine choc-a-bloc with stuff for Command at Sea and Harpoon. Includes scenarios, ship stats, Japanese mine sweepers, merchant ship data, ship charts, aircraft, etc. \$10.00

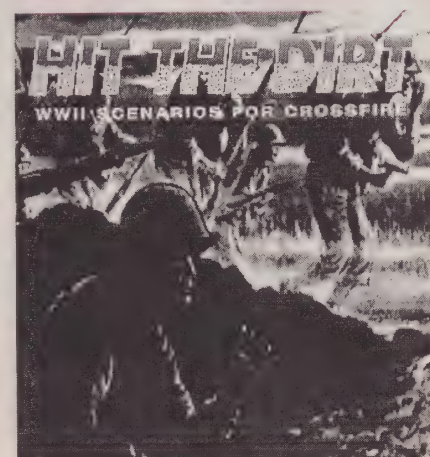
Command Decision III

EHQ Command Decision III
The popular WWII rules by Frank Chadwick are back in an all new 3rd Edition. These rules lift WWII miniatures combat above the skirmish level and recreates battles from the battalion to division level. Emphasis is on command-and-control decision making, rapid movement, and quickly developing tactical situations. Technical accuracy has been improved over previous editions and features expanded weapons charts. Has basic rules, advanced rules, scenarios, campaigns, equipment & organization lists for France, Germany, Italy, Japan, Poland, UK, USA and USSR. \$60.00

CrossFire

QUA CrossFire
By Arty Conliffe, who brought us *Spearhead* This is an extremely innovative new set of WWII miniatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rules or game turns! So put away your rulers and prepare for WWII gaming as it ought to be - fast paced, challenging and fun. No fixed game turns - the player who has initiative keeps moving units until one of his actions fails, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organizations for ten nationalities, 120 guns and vehicles, a scenario generator, point values, etc. Great! \$32.00

Hit the Dirt Battle across Europe from the earliest days of Barbarossa, from the beaches of Normandy, and in France and Italy. 21 scenarios that focus on bitter, close-fought actions between small units of men, struggling for the next village, the next hedgerow. You should see the maps! \$30.00



Firefly

TAB FIREFLY
World War Two battleground actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game reconnaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre: direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists of all main belaguerers of WW2. I can't say much for their calculations of tanks' armor thickness, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. \$16.00

Harpoon 4

COA HARPOON 4
Harpoon Rules The rules that come in the game. \$26.00
Harpoon 4 Quickstart Rules Same as in the game. \$16.50
Harpoon 4 Data Annexes Same as in the game. \$27.00
Harpoon 4 Players Handbook The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. \$13.50

Sea of Dragons Concerns conflicts among 16 nations of the Pacific Rim. Brief introduction to the political and economic aspirations of those nations. 26 scenarios, many suitable for soloitaire play. Fleet and airforce lists with all the platforms serving those nations, plus those currently under construction. Huge data annex. Two book set. \$80.00

White Ensign Discusses each conflict in which Royal and Commonwealth naval forces were involved from 1960 to the present day, including Yemen, Kuwait, 1961 and 1996 Iceland, Falklands (twice), Borneo, etc. All ships and planes are also listed in the data annex. \$35.00

Hostile Aircraft

GTE HOSTILE AIRCRAFT
Fast paced miniature rules for aerial combat, 1915-1920, for 1/285th scale model aircraft. The rules cover 300 different types of aircraft, including fighters, reconnaissance, bombers, seaplanes, used by all the major belaguerers in WWI. Fight one on one duels or up to large dogfights. Planes are moved up and down stands to show their altitude in combat. Includes 2 miniatures, the Fokker Dr I Triplane and Sopwith F1 Camel, and 2 adjustable stands. \$65.00

Offensive Patrol Contains 101 historical scenarios recreated from actual flights taken from autobiographies, flight reports, etc. \$37.00

Squadron Record Book Contains pre-printed acroplane control sheets for over 100 planes. Also model compression tips. \$27.00

Panzerfaust-Armored Fist

JED PANZERFAUST-ARMORED FIST
This is a reprint of the 1987 3rd Edition. The author's have reprinted the game

due to it still being the most comprehensive rules available for WW2. Usable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organizations and equipment, including rarity factors. There are point values given for all troop types and equipment, and the nations covered are: Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. \$19.00

Red Baron

EHQ RED-BARON
The first set of WW1 air miniatures rules to combine historical accuracy with an easily playable rules system. Game aids printed on heavy card stock give players important information. Any mistake players make could be their last. Rules cover multiple maneuvers and tailing, ace, legendary aces, rookies, mid-air collisions, fixed & pivoting guns, stalls, spins, ratings in over 20 categories for all 46 types of WW1 planes currently available as miniatures. \$29.00

Shipbase III

CHI Shipbase III Computer Assisted Naval Rules
Tactical naval combat from 1890-1945. These are computer-assisted naval miniatures rules by Critical Hit, intended for use with miniature ships and aircraft. The computer program handles all the record-keeping, dice rolling and technical research, allowing the players to concentrate on tactics. Scenarios can be played with a handful of ships, up to fleets or hundreds of ships. The database has 881 ship types, 18 nations are supported. Players can create their own scenarios. Also has 48 page rulebook. The Book of Ships with 5,500 ship names, over 200 counters in case you don't have miniatures. IBM Requires: 3.5" or 5.25" FDD 386, hard disk, CGA,EGA,VGA or SVGA. \$80.00

Spearhead

QUA SPEAR HEAD
By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not in better equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. In this game, players must plan their battle carefully, because they cannot change battle plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. \$42.00

Blaze Across the Sand 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941, 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minefields, etc. Written for *Spearhead* but can be used with any WWII rules set. \$30.00

Where the Iron Crosses Grow 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counterparts throughout the 4 years of war. \$30.00

White Star Rising 17 scenarios cover the war in the West from the Normandy landings to the last organized resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied forces? \$30.00

1/300th Scale Crater Pack (20 craters, various sizes) \$6.00
Cast in a light brown or grey, just needs dry brushing with acrylics. made of nibber urethane

WW2 & Modern Miniatures

HaT Plastic Infantry - 1/72nd Scale
FXHaT7001 WW1 German Infantry (45 pieces) \$11.50
FXHaT7002 WW1 British Infantry (45 pieces) \$11.50
FXHaT7003 WW1 French Infantry (45 pieces) \$11.50
FXHaT7004 WW1 US Infantry (45 pieces) \$11.50
FXHaT7007 WW2 Italian Infantry (45 pieces) \$11.50

PST Plastic Kits - 1/72th Scale - made in Russia - very nice!
FXPST101 Soviet WW2 JSU-1 Heavy Tank \$25.95
FXPST102 Soviet WW2 JSU-2 1943 Model Heavy Tank \$25.95
FXPST103 Soviet WW2 JSU-2 1944 model Heavy Tank \$25.95
FXPST104 Soviet WW2 JSU-152 Tank Destroyer \$25.95
FXPST105-7 Makes up JSU-122 or JSU-152, 2 variants of each. \$25.95

AER Plastic Kits - 1/72th Scale - made in Russia - very nice!
FXAE001 Soviet WW2 Zis-53 Truck \$11.95
FXAE012 Soviet WW2 Zis-5V Truck \$11.95
FXAE016 Soviet WW2 Zis-6 Truck \$11.95
FXAE019 Soviet WW2 T-34/85 Medium Tank \$11.95
FXAE010 Soviet WW2 SU-100 Tank Destroyer \$11.95
FXAE014 Soviet WW2 SU-85 Tank Destroyer \$11.95

Nitto Plastic Kits - 1/76th Scale
NIT18003 Russian KV-2 \$13.95
NIT18021 German Jagdpanzer I \$13.95
NIT18022 German King Tiger (Porsche turret) \$13.95
NIT18023 German King Tiger (Henschel turret) \$13.95
NIT18024 German StuG III Ausf D \$13.95
NIT18027 German Panzer I Ausf B \$13.95
NIT18028 German Panzer II Ausf F/G \$13.95
NIT18030 German Panther Ausf G \$13.95
NIT18031 German 15cm Nebelwerfer \$13.95
NIT18034 German SdKfz 250 Half-track \$13.95
NIT18035 German Panzer III Ausf M/N \$13.95
NIT18037 German Schwimmwagen \$13.95
NIT18040 US M7B1 105mm Self Propelled Gun \$13.95
NIT18042 US M3A1 Half-track \$13.95
NIT18043 US M12 155mm Self Propelled Gun \$13.95
NIT18044 US M30 Cargo Carrier \$13.95

Fuimi Plastic Kits - 1/76th Scale
FUJ76001 German King Tiger (Henschel) \$13.95
FUJ76002 German Jagdiger \$13.95
FUJ76004 German 180t Light Tank \$13.95
FUJ76005 German Elephant Tank Destroyer \$13.95
FUJ76006 German SdKfz 351B Half-track \$13.95
FUJ76007 British Valentine Infantry Tank \$13.95
FUJ76008 Russian SU-85 Tank Destroyer \$13.95
FUJ76009 Russian T-34/85 Medium Tank \$13.95
FUJ76011 German StuG III Ausf G \$13.95
FUJ76012 German Panzer IV Ausf J \$13.95
FUJ76013 German Tiger I \$13.95
FUJ76014 German Jagdpanzer Tank Destroyer \$13.95
FUJ76015 US Willys MB jeep, Motorcycle, Infantry \$13.95
FUJ76016 US M4A1 Sherman \$13.95
FUJ76017 US M36 Tank Destroyer \$13.95
FUJ76018 Russian T-34/76 \$13.95
FUJ76019 German SdKfz 222 Armored Car \$13.95
FUJ76021 Russian T-34/76 Medium Tank \$13.95
FUJ76023 German Panzer I Ausf B \$13.95
FUJ76024 German 10.5cm Flak 36 Gun \$13.95
FUJ76028 German Infantry w/Gas Mask \$13.95
FUJ76040 German Tiger I Late Model (High detail kit) \$22.50
FUJ76045 German Tiger I Final Model (High detail kit) \$22.50
FUJ76012 Japanese Type 94 Modern Tank \$19.95
FUJ76033 Japanese Type 90 Modern Tank \$19.95

LEVA Resin Kits 1/72th Scale
FX72B04 Soviet WW2 BT-8 Light Tank \$19.95

FX72B05	Soviet KV-1s Heavy Tank	\$27.95
FX72A171	German 105mm RH 1840 Gun	\$14.95
US CAST Resin Kits 1/76th Scale		
FXUSC	US Sherman M4A1 76mm	\$21.95
FXUSC	US Sherman M4A1 VVSS 76mm	\$23.95
FXUSC	US Sherman M4A3 E8	\$23.95
FXUSC	US M26 Pershing	\$29.95
FXUSC	Soviet KV-1 with Bolted on Applique armor	\$23.95
FXUSC	Soviet KV-1C with Cast Turret	\$23.95
FXUSC	Soviet T-70 Light Tank	\$23.95
FXUSC	SU-76M Soviet Self Propelled Gun	\$28.95
FXUSC	German Panzer III F 77mm Gun	\$29.95
FXUSC	German Panzer III G 50mm Gun	\$29.95
FXUSC	German Panzer IV D	\$29.95
FXUSC	German Nashorn Tank Destroyer	\$29.95

OSTMODELS Resin Kits 1/76th Scale		
FXOSTR1	Soviet T-26S m1939	\$21.00
FXOSTR2	Soviet T-26B m1933	\$21.00
FXOSTR4	Soviet T-26A twin turrets	\$21.00
FXOSTR10	Soviet T-60 Light Tank	\$21.00
FXOSTR11	Soviet T-60 Light Tank	\$21.00
FXOSTR12	Soviet KV-85	\$27.00
FXOSTR20	Soviet BA-10 Armored Car	\$22.50
FXOSTR21	Soviet BT-7 m1937 Conical Turret	\$22.50
FXOSTR22	Soviet BT-7 m1937 Conical Turret	\$22.50
FXOSTR23	Soviet BT-7A short 76mm	\$22.50
FXOSTR24	Soviet BT-8 m1939	\$22.50
FXOSTR39	Soviet M3 152mm Gun	\$21.00
FXOSTR40	Soviet M41 152mm Gun	\$21.00

Tabletop Complete Armies	
WW II Micro Starter Set: USA Vs German	\$64.95
Panzerfaust Rules, and 45 Irregular 1/300th tanks, & 2 dice	
WWII Micro Starter Set: Russian Vs German	\$64.95
Panzerfaust Rules, and 45 Irregular 1/300th tanks, 2 dice	
Modern Micro Starter German Vs Soviet	\$64.95
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice	
Modern Micro Starter USA Versus Soviet	\$64.95
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice	

Fantasy

Advanced Dungeons & Dragons

New range of 30mm AD&D Figures by Wizards of the Coast

WIZ24000	PALADIN (MALE)	\$6.00
WIZ24001	CLERIC (MALE)	\$6.00
WIZ24002	HALFLING THIEF (MALE)	\$6.00
WIZ24003	ELVEN FIGHTER (MALE)	\$6.00
WIZ24004	FIGHTER (MALE)	\$6.00
WIZ24005	DWARVEN FIGHTER (MALE)	\$6.00
WIZ24006	FIGHTER (FEMALE)	\$6.00
WIZ24007	BUGBEAR (MALE)	\$6.00
WIZ24008	HOBGBLIN (MALE)	\$6.00
WIZ24009	LESSER VAMPIRE	\$6.00
WIZ24010	DWARVEN CLERIC (MALE)	\$6.00
WIZ24011	ELVEN THIEF (FEMALE)	\$6.00
WIZ24012	EVIL MAGE (MALE)	\$6.00
WIZ24013	BARBARIAN (MALE)	\$6.00
WIZ24014	ORC (MALE)	\$6.00
WIZ24015	CARRION CRAWLER (MALE)	\$6.00
WIZ24016	CYCLOP (MALE)	\$6.00
WIZ24017	RED DRAGON	\$10.00
WIZ24018	OGRE (MALE)	\$14.00
WIZ24019	MINOTAUR	\$14.00
WIZ24020	HILL GIANT (MALE)	\$20.00
WIZ24021	ETTING (MALE)	\$20.00
WIZ24022	FIRE GIANT (MALE)	\$20.00
WIZ24023	GOOD MAGE (MALE)	\$6.00

ADVENTURE AREAS

PGN Adventure Areas Series One
Includes everything you need to build an infinite variety of interior adventure settings. This is the perfect tool for miniature games, providing players with 10 unique sheets of floor sections divided into a grid for easy cutting to make rooms, corridors and obstacles. Also included are sheets with special features such as pits, chasms, rope bridges, and trap-doors. As an added bonus, also has the GRIT basic system, which is a complete set of easy to learn miniature combat rules useable in any time period from ancient to present. **\$20.00**

BLOOD BOWL

GW BLOOD BOWL New Edition
The popular fantasy football game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the nearest, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Orcs team and the Reikland Reavers human team. Also has a mounted mapboard of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters, 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that no rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition. **\$90.00**

DEATH ZONE Team lists, background info and special rules are included for six new races, allowing players to field goblin, chaos, undead, wood elf, halfling and chaos dwarf teams. Also 18 Star Player cards. The League Rules allow players to coach their team to the top of the league. Over 100 new Special Play cards, you can add apothecaries and wizards to teams, to heal the injured or blast the other team with magic spells. **\$45.00**

Blood Bowl Miniatures

CIT976904	THE GRUDGE BEARERS	\$45.00
CIT976560	THE MARAUDERS, HUMAN TEAM	\$45.00
CIT976527	ATHLETIC EVILERS	\$45.00
CIT976534	CHAOS ALL STARS	\$45.00
CIT976581	CHAMPIONS OF DEATH	\$45.00
CIT976528	ORC RAIDERS	\$45.00
CIT976591	SKAVENLIGHT SCRAMBLERS	\$45.00
CIT976592	GALADRIETH GLADIATORS	\$45.00
CIT976593	NAGGAROTH NIGHTMARES	\$45.00
CIT976574	MORGRIN THORG	\$18.00
CIT976581	GRIFTH OBERKWARD	\$18.00
CIT976587	NOBBLA BLACKHEART	\$9.00
CIT976588	SCRAPPA SORROW	\$9.00
CIT976589	HEADSPITTER	\$9.00
CIT976593	YARAG ROKK CHEWER	\$18.00
CIT976590	RIPPER BOLGROT	\$18.00
CIT976597	BOMBER DRIBBLESNOT	\$9.00
CIT976598	FUNGUS THE TON	\$9.00
CIT976599	THE MIGHTY ZUG	\$9.00
CIT976600	PRINCE MORANIAN	\$9.00
CIT976601	GRIM IRONIAW	\$9.00
CIT976602	COUNT LUTHER	\$9.00
CIT976603	LORD BOKAK THE DESPOILER	\$9.00
CIT976604	HORKON HEARTRIPPER	\$9.00
CIT976605	GNASH BLACKHOOF	\$18.00
CIT976606	BLOND BOWL HOGBOGLINS	\$13.50

CIT983933	HTHARK THE UNSTOPPABLE	\$13.50
CIT983934	HAKFLEM SKUTTLESPICE	\$9.00
CIT983935	BLOOD BOWL CHAOS DWARFS	\$13.50
CIT983936	JORDELL FRESHBREEZE	\$9.00
CIT983937	BLOOD BOWL GOBLINS (4)	\$13.50
CIT983938	BLOOD BOWL HALFLINGS (4)	\$13.50
CIT983939	CHAOS MUTANTS (3)	\$13.50
CIT983940	CHAOS MUTANTS (3)	\$13.50
CIT983941	DWARF DEATHROLLER	\$18.00
CIT983942	BLOOD BOWL CHEELEDERS (3)	\$13.50
CIT976577	NORSCA RAMPAVERS (12)	\$45.00

ShadowForge Female Gridiron Miniatures

SHAMP100	Female Fantasy Gridiron Team (11)	\$35.00
SHAIC04	Female Fantasy Gridiron Linebacker (1)	\$3.50
SHAIC05	Female Fantasy Gridiron Linebacker # 2 (1)	\$3.50
SHAIC06	Female Fantasy Gridiron Linebacker # 3 (1)	\$3.50
SHAIC07	Female Fantasy Gridiron Quarterback (1)	\$3.50
SHAIC08	Female Fantasy Gridiron Wide Receiver (1)	\$3.50
SHAIC09	Female Fantasy Gridiron Uncertain Receiver (1)	\$3.50
SHAIC10	Female Fantasy Gridiron Running Back (1)	\$3.50
SHAIC11	Female Fantasy Gridiron Cheerleader, Mary Lou (1)	\$3.50
SHAIC12	Female Fantasy Gridiron Sports Nurse, Amanda (1)	\$3.50

CARNAGE

HDI CARNAGE
By Holistic Design Inc. A fun and freaky game of fantasy armies! Amphibian Hemptars (lizardmen) wage unending wars against the brigandish human barbarians. Soldiers, archers and mages swing swords, fling arrows and cast spells at their foes. Who knows what will happen when the Orb of Power is released. With simple rules, 96 exaggerated 25mm plastic miniatures including lizardmen, lizard beasts, human barbarians (some of which are riding huliuli), plastic measuring sticks, spell point counters (a list of tongue-in-cheek spells), dice. **\$120.00**

Skullbrawl This expansion includes a Skull miniature, 8 plastic miniatures from the game, 16 page rulebook, 20 unit cards. **\$40.00**

CHRONOPIA

Heart CHRONOPIA Warzone Miniatures Rules
Warzone goes fantasy! Heartbreaker Hobbies new fantasy miniatures rules have been released January. From beyond the grave the One King has returned to reclaim his lost kingdom. The usurpers squandered the spoils of war, and the Great Trial of the Elf Dukes, the Dwarven Overlords and the Ogre Emperors has collapsed. The Four Dark Prophets, twisted by their hate for the One King, made terrible pacts with unearthly evil. On the battlefields, the carnal birds feed as mighty Repulsar Knights trade blows with Best Clan Dwarves, and Blackblood Myrmidons render and gore Elf Dragonbane Riders. And the dark banners of the Devout, with their Dusk Realm warriors and Warped Lords, cast an ever increasing shadow across the land. The rulebook has over 200 pages, 160 in full color. Gives a detailed history and background on the five races, the Firstborn, Blackbloods, Elves, Dwarves and Devout. Richly illustrated army lists. Pull out reference sheets, full color weapons templates and counters. **\$38.00**

Fallen Land Far to the east is a sunken continent swathed in steaming jungles - the domain of the Swamp Goblins. They have tamed the nightmare creatures that live in the Swamp. Has 88 pages with illustrations, maps and photos of miniatures, also army lists, stories. **\$27.00**

Land of Two Rivers Introduces the Lizardmen into Chronopia. Contains a compelling short story in which the One King takes desperate measures to defeat the Devout - he awakens another just as deadly threat - the Stygian: a race of horrendously powerful lizardmen. 96 full color pages, detailed history. New time line, new weapon templates, army lists, and counters. **\$24.00**

Sons of Kronos The Devout are moving through a frozen wilderness in order to attack the One King, who does nothing, because he knows the power of the three great tribes, lead by the Sons of Kronos, who inhabit this wilderness. With army lists, character rules, templates, full color counters. **\$33.00**

The Dwarven Labyrinth Battle rages in the belly of the Earth. The Titan Seals are opening and the Legion of the Dwarf Horned Ogres are marching out to reclaim the labyrinth that was taken from them. With background and history, new rules, new dwarven and Devout units, a new card system to simulate the many hazards of the underworld, and new counters and templates. **\$33.00**

Firstborn Watchtower A 3D expansion set that takes the concept of fighting in and around buildings to a new level. Has a full color card model of a firstborn watchtower, two new miniatures, the Enlightened and the Stalker: a 32 page booklet with comprehensive new rules for using buildings in your battles. etc. **\$42.50**

Chronopia Miniatures

Exaggerated 25mm metal figures by Heartbreaker

HEA2301	ORC ASSAULT WARRIOR	\$17.00
HEA2302	GOBLIN SWORD MASTER	\$17.00
HEA2303	DWARF VULTURE SWORDSMAN	\$17.00
HEA2304	DWARF DARK TUSK W/WRNG STAR	\$17.00
HEA2305	DWARF BLOOD BONES W/AXES	\$17.00
HEA2306	ELF AXE MEN	\$17.00
HEA2307	FIRSTBORN KNIGHTS W/SWORDS	\$17.00
HEA2308	FIRSTBORN KNIGHTS W/AXES	\$17.00
HEA2309	FIRSTBORN CROSSBOWMEN	\$17.00
HEA2310	DEVOUT FOLLOWERS W/2HD SWORDS	\$17.00
HEA2311	ORC SWORDSMEN	\$17.00
HEA2312	DWARF VULTURE Mallet Warriors	\$17.00
HEA2313	DWARF DARK-TUSK SWORDSMEN	\$17.00
HEA2314	DWARF DARK TUSKS WITH PICK AXE	\$18.00
HEA2315	ELF ARCHERS	\$17.00
HEA2316	STYGIAN WARRIOR SWORDSMEN	\$17.00
HEA2317	STYGIAN WARRIOR SPEARMEN	\$17.00
HEA2318	ORC ARCHERS	\$18.00
HEA2319	DEVOUT FOLLOWERS W/SWORDS	\$17.00
HEA2320	ELF SWORDSMEN	\$17.00
HEA2321	STYGIAN THE DRUGGED	\$17.00
HEA2322	DEVOUT WAITERS	\$17.00
HEA2323	ELF KEEPER OF THE FLAME	\$17.00
HEA2324	ELF MILITIA	\$17.00
HEA2325	DWARF WOLF LEGION	\$17.00
HEA2326	SONS OF KRONOS	\$17.00
HEA2327	ELF DRAGON CLAN SLAVES	\$17.00
HEA2328	STYGIAN THE STARVED	\$17.00
HEA2329	FIRSTBORN BLACK SISTER	\$17.00
HEA2330	STYGIAN REAPERS	\$17.00
HEA2331	STYGIAN AXEMEN	\$17.00
HEA2332	SONS OF KRONOS UNLIVING	\$17.00
HEA2333	SONS OF KRONOS VIRIDIAN LORDS	\$17.00
HEA2334	SONS OF KRONOS WAR HOUNDS (5)	\$17.00
HEA2501	ORC ASSAULT WARRIOR LEADER/REI	\$6.50
HEA2502	ORC ASSAULT WARRIOR STANDARD	\$6.50
HEA2503	ELF AXEMAN HERO	\$6.50
HEA2504	ELF AXEMAN LEADER	\$6.50
HEA2505	ELF AXEMAN STANDARD	\$6.50
HEA2506	FIRSTBORN CROSSBOWMAN LEADER	\$6.50
HEA2507	DEVOUT FOLLOWER LEADER	\$6.50
HEA2508	DEVOUT FOLLOWER STANDARD	\$6.50
HEA2509	DEVOUT WARRIOR LEADER	\$6.50
HEA2510	GOBLIN SWORDMASTER LEADER	\$6.50
HEA2511	ELF SPEARMAN LEADER	\$6.50
HEA2512	ELF SPEARMAN STANDARD BEARER	\$6.50
HEA2513	ELF GREAT SWORD LEADER	\$6.50
HEA2514	FIRSTBORN ARCHER LEADER	\$6.50
HEA2515	FIRSTBORN KNIGHT HERO W/SWORD	\$6.50
HEA2516	FIRSTBORN KNIGHT HERO W/MACE	\$6.50
HEA2517	ELF ARCHER LEADER	\$6.50
HEA2518	ORC SWORDSMAN LEADER	\$6.50
HEA2519	ORC SWORDSMAN HERO	\$6.50
HEA2520	ORC STANDARD	\$6.50
HEA2521	ORC ARCHER LEADER	\$6.50
HEA2522	DWARF DARK-TUSK LEADER	\$6.50
HEA2523	DWARF DARK-TUSK HERO	\$6.50
HEA2524	DWARF DARK-TUSK STANDARD	\$6.50
HEA2525	IMPERIAL KNIGHT LEADER	\$6.50
HEA2526	FIRSTBORN KNIGHT STANDARD	\$6.50
HEA2527	ELF SWORDSMAN LEADER	\$6.50
HEA2528	DEVOUT NECROMANCER	\$6.50
HEA2529	ELF LOTUS EATER	\$6.50
HEA2530	DEVOUT SWORDSMAN LEADER	\$6.50

HEA2531	DEVOUT SWORDSMAN MUSICIAN	\$6.50
HEA2532	ELF KEEPER OF THE FLAME LEADER	\$6.50
HEA2533	ELF MILITIA LEADER	\$6.50
HEA2534	ELF MAIDEN GUARD	\$6.50
HEA2535	ELF CRYSTAL KNIGHT	\$6.50
HEA2536	SONS OF KRONOS CHIEFTAIN	\$6.50
HEA2537	DEVOUT JACKAL SCOUT	\$6.50
HEA2538	ELF WARRIOR OF THE GOLDEN MASK	\$6.50
HEA2539	FIRSTBORN BLACK SISTER LEADER	\$6.50
HEA2540	DWARF WOLF LEGION LEADER	\$6.50
HEA2541	BERSERKER LEADER	\$6.50
HEA2542	ELF MAIDEN LEADER Sons of Kronos	\$6.50
HEA2543	HEARTHGUARD LEADER	\$6.50
HEA2544	SWAMP GOBLIN SPEARMAN LEADER	\$6.50
HEA2545	SONS OF KRONOS SWORDMASTER	\$6.50
HEA2546	SWAMP GOBLIN BLOWPIPE LEADER	\$6.50
HEA2547	ORC CARAVAN GUARD LEADER	\$6.50
HEA2548	GOBLIN CRIMSON BLADE LEADER	\$6.50
HEA2549	ELF DREAM WARRIOR LEADER	\$6.50
HEA2550	DWARF BLOODBONE LEGION LEADER	\$6.50

HEA2801	TROLL #1	\$24.50
HEA2802	OGRE SWORDSMAN #1	\$9.50
HEA2803	HARBINGER OF THE DARK WINGS	\$24.50
HEA2804	DUSK REALM DEMON	\$18.95
HEA2805	JUDGE	\$7.50
HEA2806	CHRONOMANCER	\$7.50
HEA2807	STYGIAN PRIESTESS	\$7.50
HEA2808	STYGIAN GREAT WARRIOR	\$15.00
HEA2809	NIGHT WALKER	\$7.00
HEA2810	ONE KING REPUISAR KNIGHT	\$9.00
HEA2811	STYGIAN GUARDIANS	\$22.50
HEA2812	DWARF DARK TUSK RAIDER	\$18.95
HEA2813	DEVOUT DEMON WINGS	\$11.00
HEA2814	DEVOUT THE NAMELESS	\$28.00
HEA2815	STYGIAN THE EMBALMED	\$18.95
HEA2816	GOBLIN RIPPER BEAST ARCHER	\$9.50
HEA2817	BLACKBLOOD ORC KUTARA LANCER	\$26.50
HEA2818	ELF WARRIOR OF THE STYGIAN LEADER	\$15.00
HEA2819	ADAMANTINE GOLEM	\$15.00
HEA2820	SONS OF KRONOS MONARCH	\$24.50
HEA2821	SONS OF KRONOS HORSE ARCHER	\$17.00
HEA2822	SONS OF KRONOS HUNTER	\$6.50
HEA2823	GOBLIN RIPPER BEAST LANCER	\$9.50
HEA2824	SWAMP GOBLIN ON DRONE	\$15.00
HEA2825	SWAMP GOBLIN SHAMAN ON DRONE	\$15.00
HEA2826	FIRSTBORN MOUNTED KNIGHTS	\$18.95
HEA2827	FIRSTBORN MOUNTED AXEMEN	\$18.95
HEA2828	ELF DRAGONBANE WARKILLER	\$18.95

BOXED SETS

HEA20501	Blackblood: Goblin Mymudon	\$47.50
HEA20502	Firstborn Swordsman Boxed Set	\$30.00
HEA20503	Dusk Tusk Blood Totem & Keeper	\$38.00
HEA20504	Elf Dragon Squad	\$30.00
HEA20505	Devout Tormented and Damned	\$38.00
HEA20506	Elven Axemen	\$30.00
HEA20507	Devout Swordsman Followers	\$30.00
HEA20508	Iron Guard of the Firstborn	\$30.00
HEA20509	Legion of the Horned Ones	\$30.00
HEA20510	Elf Spearman	\$30.00

DRAGON HORDES

CP Dragon Hordes
A new fantasy miniatures system that comes in a book format, with bound-in unit counters, templates, unit cards, and hundreds of color counters of various monsters. These easy to learn rules simulate combat on land, sea, underground, or in the air. You can use any figures you currently own. Has over 50 historical and fantasy army lists, 10 types of magic users, 30 types of units & characters, etc. **\$55.00**

Fantasy Rules!

Chippco Fantasy Rules! 2nd Ed By Chipco, these rules are 130 pages in length. They allow you to play miniature wargames in any mythological setting or fantasy universe of your choosing, on land, sea, underground, or in the air. You can use any figures you currently own. Has over 50 historical and fantasy army lists, 10 types of magic users, 30 types of units & characters, etc. **\$50.00**

De Bellis Fantasticus

DBF De Bellis Fantasticus: Here There Be Dragons These rules are a conversion for DBM, that let you play fantasy miniatures games using DBM mechanics. See the description under DBM. **\$19.50**

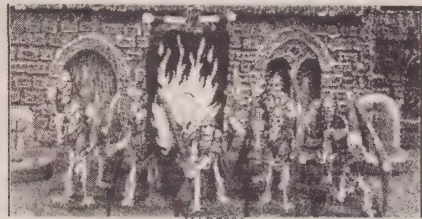
Harlequin Miniatures

Harlequin Miniatures have once again appointed us to be a distributor of their fine range of miniatures, so we now carry their entire range again. Please see the Doctor Who magazine in the Science Fiction section. The sculptors being primarily ex-Game Workshop staff, including Kev Adams. Most of the figures are suitable for use with other fantasy miniatures games systems, and most have plastic bases and occasionally plastic clip-on shields.

HAR. RAVEN FANTASY MINIATURES RULES

Miniatures: Harlequin - Hordes of the Things - 53

HAR0176 BAT SWARM (5) \$9.00



Ores & Goblins

Boxed Regiments (Include command & champion figures)

HAR7956	Azog's Dark Orc Guards (10)	\$48.00
HAR7958	Shark's Barbarian Orc Warband (15)	\$48.00
HAR7964	Gorebag's Orc Warriors (15)	\$48.00
HAR7975	Barbarian Orc Boar Riders (7)	\$48.00
HAR7979	Atika the Cruel's Goblin Warriors (20)	\$48.00
HAR7983	Tuska's Orc Boar Riders (7)	\$48.00
HAR7997	Lugol's Barbarian Orc Spears (15)	\$48.00

Barbarian Orcs

HAR0201	BARBARIAN ORC SPEARMEN I (3)	\$11.00
HAR0202	BARBARIAN ORC SPEARMEN I	\$10.50
HAR0205	BARBARIAN ORC SHAMAN (1)	\$8.00
HAR0206	BARBARIAN ORC WARRIORS I (3)	\$11.00
HAR0207	BARBARIAN ORC WARRIORS II (3)	\$11.00
HAR0208	BARBARIAN ORC WARRIORS III (3)	\$11.00
HAR0209	BARBARIAN ORC COMMAND (2)	\$11.00
HAR0210	BARBARIAN ORC CHAMPION (1)	\$11.00
HAR0216	BARBARIAN ORC BOAR CAVALEY (1)	\$11.00
HAR0217	BARBARIAN ORC BOAR CAV I (1)	\$11.00
HAR0218	BARBARIAN ORC BOAR SPRMEN (1)	\$11.00
HAR0219	BARBARIAN ORC BOAR SPRMEN II (1)	\$11.00
HAR0220	BARBARIAN ORC BOAR STND BEAKER	\$11.00
HAR0221	BARBARIAN ORC BOAR HERO (1)	\$11.00
HAR0222	BARBARIAN MOUNTED ORC SHAMAN	\$12.50

Dark Orc Warriors

HAR0211	DARK ORC WARRIORS I (2)	\$11.00
HAR0212	DARK ORC WARRIORS II (2)	\$11.00
HAR0213	DARK ORC WARRIORS III (2)	\$11.00
HAR0214	DARK ORC COMMAND (2)	\$11.00
HAR0215	DARK ORC CHAMPION (1)	\$8.00

Orc Warriors

HAR0223	ORC WARRIORS I (3)	\$11.00
HAR0224	ORC WARRIORS II (3)	\$11.00
HAR0225	ORC WARRIORS III (3)	\$11.00
HAR0226	ORC WARRIORS COMMAND (2)	\$11.00
HAR0227	ORC WARRIORS CHAMPION (1)	\$8.00
HAR0228	ORC SHAMAN (1)	\$8.00
HAR0229	ORC CROSSBOWS I (3)	\$11.00
HAR0231	ORC BOAR RIDER SPEARMEN I (1)	\$11.00
HAR0232	ORC BOAR RIDER SPEARMEN II (1)	\$11.00
HAR0233	ORC BOAR RIDER SWORDSMEN (1)	\$11.00
HAR0234	ORC BOAR RIDER AXEMAN (1)	\$11.00
HAR0235	ORC BOAR RIDER STANDARD (1)	\$11.00
HAR0236	ORC BOAR RIDER HERO (1)	\$14.50

Goblin Fighters

HAR0239	Goblin Fighters I (3)	\$10.95
HAR0240	Goblin Fighters II (3)	\$10.95
HAR0241	Goblin Fighters Command (2)	\$10.95
HAR0242	Goblin Fighters Champion (1)	\$8.00
HAR0244	Goblin Shaman	\$6.50
HAR0245	Goblin Wolf Riders I (2)	\$13.00
HAR0246	Goblin Wolf Riders II (2)	\$13.00

Trolls & Ogres

HAR0289	Swamp Troll I (1)	\$22.50
HAR0290	Swamp Troll II (1)	\$22.50
HAR0291	Swamp Troll III (1)	\$22.50
HAR0293	Rock Troll I (1)	\$19.00
HAR0294	Rock Troll II (1)	\$19.00
HAR0295	Rock Troll III (1)	\$19.00
HAR0296	Rock Troll IV (1)	\$19.00
HAR0612	Lava Troll I (1)	\$19.00
HAR0613	Lava Troll II (1)	\$19.00
HAR0614	Lava Troll III (1)	\$19.00
HAR0615	Lava Troll IV (1)	\$19.00
HAR0298	Ogrog Ogre Standard Bearer (1)	\$22.00
HAR0299	Ogrog Ogre Champion (1)	\$22.00
HAR0297	Ogrog Halberdier (1)	\$19.00
HAR0298	Ogrog Halberdier (1)	\$19.00
HAR0299	Ogrog Halberdier III (1)	\$19.00

Wood Elves

HAR0301	ENTLING I	\$8.00
HAR0302	ENTLING II	\$8.00
HAR0303	ENTLING III	\$8.00
HAR0304	ENTLING IV (1)	\$8.00
HAR0305	ENTLING V (1)	\$8.00
HAR0306	ENTLING HERO	\$9.00
HAR0307	REDWOOD TREEMAN	\$24.00
HAR0308	OAKMANS TREEMAN	\$24.00
HAR0309	CEDARBAROOM	\$24.00
HAR0310	WOOD ELF ARCHERS I	\$10.50
HAR0320	WOOD ELF ARCHERS II	\$10.50
HAR0321	WOOD ELF ARCHERS COMMAND	\$10.50
HAR0322	WOOD ELF ARCHERS CHAMPION	\$7.50

High Elves

HAR0395	High Elf Sword Warders (15)	\$48.00
HAR0396	High Elf Sword Warders I (15)	\$48.00
HAR0397	High Elf Sword Warders II (15)	\$48.00
HAR0398	High Elf Sword Warders III (15)	\$48.00
HAR0399	High Elf Sword Warders Command (2)	\$11.00
HAR0400	High Elf Sword Warders Champion (1)	\$8.00

Entlings

HAR0445	Harpy I (1)	\$6.50
HAR0446	Harpy II (1)	\$6.50
HAR0447	Harpy III (1)	\$6.50

Minotaurs

HAR0601	Minotaur Sword Wielder (1)	\$19.00
HAR0602	Minotaur Swinging Mace (1)	\$19.00
HAR0603	Minotaur III (1)	\$19.00
HAR0604	Minotaur Swinging Mace (1)	\$22.00
HAR0605	Minotaur Standard Bearer (1)	\$22.00

Drakul (Chaos Knights)

Boxed Regiments (Include command & champion figures)

HAR7952	Gore's Beastmen Guard (15)	\$48.00
---------	----------------------------	---------

Drakul Knights

HAR0606	Drakul Knights I	\$10.95
HAR0607	Drakul Knights II	\$10.95
HAR0608	Drakul Knights III	\$10.95
HAR0609	Drakul Knights IV	\$10.95
HAR0610	Drakul Warrior Command	\$13.00
HAR0611	Drakul Warrior Champion	\$10.95

Ver'men (Ratmen)

Ver'men Boxed Regiments (Include command & champion figures)

HAR7959	Thick's Ver'men Nest Guard (15)	\$48.00
HAR7961	Fal Shizzar's Ver'men Clan Warriors (15)	\$48.00
HAR7967	Skeel's Ver'men Plague Monks (15)	\$48.00

Ver'men Nest Guard

HAR0501	Nest Guard Warriors (3)	\$10.95
HAR0502	Nest Guard Warriors II (3)	\$10.95
HAR0503	Nest Guard Warriors III (3)	\$10.95
HAR0504	Nest Guard Champion (1)	\$8.00

Ver'men Clan Warriors

HAR0505	Ver'men Clan Warriors (3)	\$10.95
HAR0506	Ver'men Clan Warriors Command (2)	\$10.95
HAR0507	Ver'men Clan Warriors Champion (1)	\$8.00

Ver'men Special Weapons

HAR0508	Ver'men Bomber Team (2)	\$16.00
HAR0509	Ver'men Bomber Team II (2)	\$16.00
HAR0510	Ver'men Bomber (1)	\$14.00
HAR0511	Ver'men Bomber II (1)	\$14.00
HAR0512	Ver'men Bomber III (1)	\$14.00
HAR0513	Ver'men Bomber IV (1)	\$14.00

Vernogres

HAR0512	Vernogre (1)	\$19.00
HAR0513	Vernogre II (1)	\$19.00

Ver'men Beasts

HAR0514	Ver'men Rat Handler & Pack (5)	\$12.50
HAR0515	Ver'men Rat Handler & Pack II (5)	\$12.50
HAR0516	Giant Rat Pack (5)	\$9.50

Ver'men Characters

HAR0517	Ver'men Lock Slave (1)	\$8.00
HAR0518	Ver'men Lock Wizard (1)	\$8.00
HAR0519	Ver'men Assassin I (1)	\$6.50
HAR0520	Ver'men Assassin II (1)	\$6.50
HAR0521	Ver'men Assassin III (1)	\$6.50
HAR0522	Ver'men Priest (1)	\$6.50
HAR0523	Ver'men Priest II (1)	\$6.50
HAR0524	Ver'men Priest III (1)	\$6.50
HAR0525	Ver'men Priest IV (1)	\$6.50
HAR0526	Ver'men Priest V (1)	\$6.50
HAR0527	Ver'men Priest VI (1)	\$6.50
HAR0528	Ver'men Priest VII (1)	\$6.50
HAR0529	Ver'men Priest VIII (1)	\$6.50
HAR0530	Ver'men Priest IX (1)	\$6.50
HAR0531	Ver'men Priest X (1)	\$6.50
HAR0532	Ver'men Priest XI (1)	\$6.50
HAR0533	Ver'men Priest XII (1)	\$6.50
HAR0534	Ver'men Priest XIII (1)	\$6.50
HAR0535	Ver'men Priest XIV (1)	\$6.50
HAR0536	Ver'men Priest XV (1)	\$6.50
HAR0537	Ver'men Priest XVI (1)	\$6.50
HAR0538	Ver'men Priest XVII (1)	\$6.50
HAR0539	Ver'men Priest XVIII (1)	\$6.50
HAR0540	Ver'men Priest XIX (1)	\$6.50
HAR0541	Ver'men Priest XX (1)	\$6.50
HAR0542	Ver'men Priest XXI (1)	\$6.50
HAR0543	Ver'men Priest XXII (1)	\$6.50
HAR0544	Ver'men Priest XXIII (1)	\$6.50
HAR0545	Ver'men Priest XXIV (1)	\$6.50
HAR0546	Ver'men Priest XXV (1)	\$6.50
HAR0547	Ver'men Priest XXVI (1)	\$6.50
HAR0548	Ver'men Priest XXVII (1)	\$6.50
HAR0549	Ver'men Priest XXVIII (1)	\$6.50
HAR0550	Ver'men Priest XXIX (1)	\$6.50
HAR0551	Ver'men Priest XXX (1)	\$6.50

Ver'men Monks

HAR0522	Ver'men Monks I (3)	\$10.95
HAR0523	Ver'men Monks II (3)	\$10.95
HAR0524	Ver'men Monks Command (2)	\$10.95
HAR0525	Ver'men Monks Champion (1)	\$8.00

Ver'men Slave Fighters

HAR0531	Ver'men Slave Fighters I (3)	\$10.95
HAR0532	Ver'men Slave Fighters II (3)	\$10.95
HAR0533	Ver'men Slave Fighters III (3)	\$10.95
HAR0534	Ver'men Slave Fighters IV (3)	\$10.95
HAR0535	Ver'men Slave Fighters V (3)	\$10.95
HAR0536	Ver'men Slave Fighters VI (3)	\$10.95
HAR0537	Ver'men Slave Fighters VII (3)	\$10.95
HAR0538	Ver'men Slave Fighters VIII (3)	\$10.95
HAR0539	Ver'men Slave Fighters IX (3)	\$10.95
HAR0540	Ver'men Slave Fighters X (3)	\$10.95
HAR0541	Ver'men Slave Fighters XI (3)	\$10.95
HAR0542	Ver'men Slave Fighters XII (3)	\$10.95
HAR0543	Ver'men Slave Fighters XIII (3)	\$10.95
HAR0544	Ver'men Slave Fighters XIV (3)	\$10.95
HAR0545	Ver'men Slave Fighters XV (3)	\$10.95
HAR0546	Ver'men Slave Fighters XVI (3)	\$10.95
HAR0547	Ver'men Slave Fighters XVII (3)	\$10.95
HAR0548	Ver'men Slave Fighters XVIII (3)	\$10.95
HAR0549	Ver'men Slave Fighters XIX (3)	\$10.95
HAR0550	Ver'men Slave Fighters XX (3)	\$10.95
HAR0551	Ver'men Slave Fighters XXI (3)	\$10.95
HAR0552	Ver'men Slave Fighters XXII (3)	\$10.95
HAR0553	Ver'men Slave Fighters XXIII (3)	\$10.95
HAR0554	Ver'men Slave Fighters XXIV (3)	\$10.95
HAR0555	Ver'men Slave Fighters XXV (3)	\$10.95
HAR0556	Ver'men Slave Fighters XXVI (3)	\$10.95
HAR0557	Ver'men Slave Fighters XXVII (3)	\$10.95
HAR0558	Ver'men Slave Fighters XXVIII (3)	\$10.95
HAR0559	Ver'men Slave Fighters XXIX (3)	\$10.95
HAR0560	Ver'men Slave Fighters XXX (3)	\$10.95

Ver'men Sewer Runners

HAR0537	Ver'men Sewer Runners I (3)	\$10.95
HAR0538	Ver'men Sewer Runners II (3)	\$10.95
HAR0539	Ver'men Sewer Runners III (3)	\$10.95
HAR0540	Ver'men Sewer Runners IV (3)	\$10.95
HAR0541	Ver'men Sewer Runners V (3)	\$10.95
HAR0542	Ver'men Sewer Runners VI (3)	\$10.95
HAR0543	Ver'men Sewer Runners VII (3)	\$10.95
HAR0544	Ver'men Sewer Runners VIII (3)	\$10.95
HAR0545	Ver'men Sewer Runners IX (3)	\$10.95
HAR0546	Ver'men Sewer Runners X (3)	\$10.95
HAR0547	Ver'men Sewer Runners XI (3)	\$10.95
HAR0548	Ver'men Sewer Runners XII (3)	\$10.95
HAR0549	Ver'men Sewer Runners XIII (3)	\$10.95
HAR0550	Ver'men Sewer Runners XIV (3)	\$10.95
HAR0551	Ver'men Sewer Runners XV (3)	\$10.95
HAR0552	Ver'men Sewer Runners XVI (3)	\$10.95
HAR0553	Ver'men Sewer Runners XVII (3)	\$10.95
HAR0554	Ver'men Sewer Runners XVIII (3)	\$10.95
HAR0555	Ver'men Sewer Runners XIX (3)	\$10.95
HAR0556	Ver'men Sewer Runners XX (3)	\$10.95
HAR0557	Ver'men Sewer Runners XXI (3)	\$10.95
HAR0558	Ver'men Sewer Runners XXII (3)	\$10.95
HAR0559	Ver'men Sewer Runners XXIII (3)	\$10.95
HAR0560	Ver'men Sewer Runners XXIV (3)	\$10.95
HAR0561	Ver'men Sewer Runners XXV (3)	\$10.95
HAR0562	Ver'men Sewer Runners XXVI (3)	\$10.95
HAR0563	Ver'men Sewer Runners XXVII (3)	\$10.95
HAR0564	Ver'men Sewer Runners XXVIII (3)	\$10.95
HAR0565	Ver'men Sewer Runners XXIX (3)	\$10.95
HAR0566	Ver'men Sewer Runners XXX (3)	\$10.95

Lizardmen

Boxed Regiments (Include command & champion figures)

HAR7953	S'klem's K' Dillan Spearmen (15)	\$48.00
HAR7954	Livor's K' Dillan Archers (15)	\$48.00
HAR7955	Ver'men Slaves (15)	\$48.00
HAR7956	Kramell's K' Dillan Raptor Riders (17)	\$48.00

Blisters

HAR0701	Gatorgore (Lizard Ogre) (1)	\$19.00
HAR0702	Gatorgore II (Lizard Ogre) (1)	\$19.00
HAR0703	Monitor Dragon & Handlers (5)	\$22.00
HAR0704	Monitor Dragon & Handlers II (5)	\$22.00
HAR0705	K'Dillan Spearman I (3)	\$10.95
HAR0706	K'Dillan Spearman II (3)	\$10.95
HAR0707	K'Dillan Spearman III (3)	\$10.95
HAR0708	K'Dillan Swordsman I (3)	\$10.95
HAR0709	K'Dillan Swordsman II (3)	\$10.95
HAR0710	K'Dillan Command (2)	\$8.00
HAR0711	K'Dillan Champion (1)	\$19.00
HAR0713	Gatorgore III (Lizard Ogre) (1)	\$19.00
HAR0714	K'Dillan Archers I (3)	\$10.95
HAR0715	K'Dillan Archers II (3)	\$10.95
HAR0716	K'Dillan Archers Command (2)	\$10.95
HAR0717	K'Dillan Archers Champion (1)	\$6.50
HAR0718	Lizard Rider Lancer (1)	\$10.95
HAR0719	Lizard Rider Swordsman (1)	\$10.95
HAR0720	Lizard Rider Standard (1)	\$16.00
HAR0721	Lizard Rider Champion (1)	\$14.50
HAR0722	Lizard Rider Drummer (1)	\$14.50
HAR0729	KARNASAUR PYRAMID GUARD I	\$12.00
HAR0730	KARNASAUR PYRAMID GUARD II	\$12.00
HAR0731	KARNASAUR PYRAMID GUARD III	\$12.00
HAR0733	K' Mite Priest Champion (1)	\$8.00
HAR0736	K' Odessa Sluiman (1)	\$6.50
HAR0741	Khanelcoo Herpes (1)	\$2.00

54 - Miniatures: Legend of the Five Rings - Ral Partha

airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shovels, swords, shields, lances, and ladders. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. \$16.00

Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures.

HOTT Elf Army (24 Army Points)	\$20.00
HOTT Dwarf Army (24 Army Points)	\$20.00
HOTT Orc Army (24 Army Points)	\$20.00
HOTT Skeleton Army (24 Army Points)	\$20.00
HOTT Amazon Army (24 Army Points)	\$20.00
HOTT Dark Dwarf Army (24 Army Points)	\$20.00
HOTT Ratman Army (24 Army Points)	\$20.00
HOTT Halling Army (24 Army Points)	\$20.00

FSK1 Skeleton Swordsman (1)	\$0.55
FSK2 Skeleton Spearman (1)	\$0.55
FSK3 Skeleton Archer (1)	\$0.55
FSK4 Skeleton Crossbowman (1)	\$0.55
FSK5 Armored Skeleton (1)	\$0.55
FSK6 Skeleton Cavalry (1)	\$1.10
FSK7 Skeleton Chariot (1)	\$6.50
FSK8 Skeleton Chariot (1)	\$0.55
FSK9 Skeleton Musician (1)	\$0.55
FSK10 Skeleton Standard Bearer (1)	\$0.55
FCR1 Sorcerer/Wizard (1)	\$3.00
FCR2 Troll (1)	\$2.00
FCR3 Giant (1)	\$2.75
FCR4 Wolf (1)	\$1.10
FCR5 Woolly Mammoth with orc crew in howdah	\$11.00
FCR6 Dragon	\$2.75
FCR7 Flying Demon	\$0.55
FCR8 Warrior (1)	\$0.55
FCR9 Lurker (1)	\$0.55
FCR10 Elf	\$5.00
FCR11 Mounted Magician	\$1.10
FCR12 Skeletal Beast with Howdah & Crew	\$11.00
FCR13 Lizard Beast	\$1.10
FCR14 Mounted Wizard	\$1.10
FLM1 Lizardman Swordsman (1)	\$0.55
FLM2 Lizardman Spearman (1)	\$0.55
FLM3 Lizardman Crossbowman (1)	\$0.55
FLM4 Lizardman Bowman (1)	\$0.55
FLM5 Heavy Lizardman with Halberd (1)	\$0.55
FLM6 Lizardman Cavalry (1)	\$1.10
FLM7 Lizardman Chariot (1)	\$6.50
FLM8 Lizardman Standard Bearer (1)	\$0.55
FLM9 Lizardman Drummer (1)	\$0.55
FLM10 Lizardman Shaman (1)	\$0.55
HPA1 Halling Spearman (1)	\$0.55
HPA2 Halling Bowman (1)	\$0.55
HPA3 Halling Standard Bearer (1)	\$0.55
HPA4 Halling Chieftain (1)	\$0.55

Chariot Hordes of the Things 15mm Armies

15mm metal figures by Chariot Miniatures. Allow up to 3 weeks for delivery.

Chariot HOTT Elf Army	\$22.50
Chariot HOTT Undead Army	\$48.00
Chariot HOTT Lizardman Army	\$48.00
Chariot HOTT Orc/Goblin Army	\$51.00
Chariot HOTT Semi-historical Egyptian Army	\$28.50

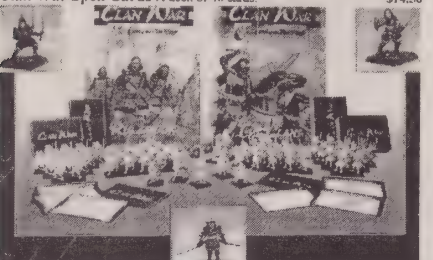
Chariot Miniatures 15mm Fantasy

True 15mm fantasy figures with exquisite detail. Allow up to 3 weeks for delivery.

Lizardmen	
VEN: General, very cute lizardmen, especially the War Turtles!	
L1Z1 Lizardman General & Standard in War Turtle	\$7.50
L1Z2 Lizardman Magician and cauldron (3)	\$2.95
L1Z3 Lizardman War Turtle with 2 crew with crossbow (1)	\$7.50
L1Z4 Priestess and crossbow rider (1)	\$2.95
L1Z5 Lizardman with sword and shield (8)	\$4.95
L1Z6 Lizardman with trident (8)	\$4.95
L1Z7 Lizardman with halberd (8)	\$4.95
L1Z8 Lizardman with short sword (8)	\$4.95
L1Z9 Armored Lizardman with sword and shields (8)	\$4.95
L1Z10 Dinosaurs and riders (2)	\$3.95
L1Z11 Lizardman with crossbows (8)	\$4.95
L1Z12 Carnivorous dinosaurs (4) and handler	\$2.95

Legend of the Five Rings Clan War

AEG CLAN WAR Legend of the Five Rings
This is one of the most beautifully presented fantasy miniatures games I've seen, with the highest quality components I've seen too! This is fantasy miniatures wargaming in the Emerald Empire, based on the Legend of the Five Rings roleplaying and collectible card games. Samurai, shugenja, and mythological creatures meet to do battle in Rokugan, a place of honor, steel and sorcery which is being torn apart by the rivalries of the Great Clans while a dying Emperor sits on his ancient throne. Includes everything a player could need to play, including rulebook, clan army book with army lists, four dice, 80 Tactical Fate cards, 120 Army cards with hero and troop stats, and 50 exquisitely detailed 25mm metal miniatures (actually 30mm tall), including six daijins (generals) for the six Great Clans, 26 fully armored samurai archers and 26 armored samurai infantry. You can use from 15 to 150 figures per side, where 60 figures per side is recommended for the average game. Finally, a fantasy miniatures game without orcs and elves! Includes rules for magic etc. \$150.00
Clan War Tactical Cards A deck of 50 cards. \$14.50
Clan War Spell Cards A deck of 40 cards. \$14.50



Clan War Boxed Game
Clan War Miniatures
15mm metal figures.

Boxed Sets

ALD12-002 Clan War Infantry Expansion	\$72.00
(28 unaligned metal infantry, 7 each of 4 different types, half archers, half infantry)	
ALD12-003 Clan War Cavalry Expansion	\$83.00
(12 unaligned metal cavalry, 6 each of 2 different riders and horses)	
ALD12-004 Crab Army: Hida Yakamo & House Guard (13)	\$75.00
ALD12-005 Crane Army: Ikoma Ujiaki & House Guard (13)	\$75.00
ALD12-006 Lion Army: Shiba Katsuda & Doji Housiguard (13)	\$75.00
ALD12-007 Phoenix Army: Minamoto Taki & 12 Housiguard (13)	\$75.00
ALD12-008 Dragon Army: Shinojo Tashima & 12 Mounted Samurai	\$99.95
ALD12-009 Unicorn Army: Shinojo Tashima & 12 Mounted Samurai	\$99.95
ALD12-010 Shadowlands Army (22) Tsuruko, Kyojin, 20 Skeletons	\$89.95
ALD12-011 Nagas Army (13) Nagas (Samurai)	\$90.00
ALD12-012 Scorpion Army: Bayushi Togai & 12 House Guard	\$70.00
ALD12-013 Scorpion Army: Bayushi Togai & 12 House Guard	\$70.00
ALD12-014 Toturi's Army & Yoritomo's Alliance: Kamato + 12	\$70.00

Blister Packs

ALD10-101 Crab: Kuni Witch Hunters (4)	\$24.00
ALD10-102 Crab: The Damned (4)	\$24.00
ALD10-103 Crab: Berserkers (4)	\$24.00
ALD10-104 Crab: Hinnu Scouts (4)	\$24.00
ALD10-105 Crab: Hida Kisada Clan Champion	\$12.00
ALD10-106 Crab: Hida Oushi & Kuni Yori	\$16.00
ALD10-108 Crab: Hida Amoro & mid Hida Tsuru	\$24.00
ALD10-109 Crab: Kakita Academy Students (4)	\$24.00
ALD10-202 Crane: Daidoji Iron Warriors (4)	\$24.00
ALD10-203 Crane: Elite Archers (4)	\$24.00
ALD10-204 Crane: Doji Hoturi (1)	\$12.00
ALD10-205 Crane: Kakita Toshimoko & Kakita Yoshi	\$16.00
ALD10-206 Crane: Kensehinzen (4)	\$24.00
ALD10-207 Crane: Clan Doji Yosi & Ashina Tono	\$24.00
ALD10-208 Crane: Personalities # 3 (3)	\$24.00
ALD10-301 Ise Zumi Dragon Clan (4)	\$24.00
ALD10-302 Dragon's Talons (4) Dragon Clan Samurai w/katana	\$24.00
ALD10-303 Dragonscales (4) Dragon Clan Female Samurai	\$24.00
ALD10-304 Medium Elites (4) Dragon Clan with Najinata	\$24.00
ALD10-305 Togashi Yokuni (1) Dragon Clan	\$21.00
ALD10-306 Dragon Personalities (2) Dragon Clan	\$16.00
ALD10-307 Dragon Personalities (1 foot, 1 mounted)	\$24.00
ALD10-308 Dragon: Togashi Yoshi & Kitsuaki Yasu	\$16.00
ALD10-401 Lion: Akodo Death Seekers with Katana (4)	\$24.00
ALD10-402 Lion: Lion's Pride (4)	\$24.00
ALD10-403 Lion: Elite Spearman (4)	\$24.00
ALD10-404 Lion: Heavy Elite Infantry - Sanurai with Naginata (4)	\$24.00
ALD10-405 Lion: Matsuo Tsuko	\$12.00
ALD10-406 Lion: Kitsu Moto & Ikoma Ryozo	\$16.00
ALD10-407 Lion: Personalities # 3 (3)	\$24.00
ALD10-408 Lion: Clan Matsuo Yoro & mid Matsuo Agetoki	\$24.00
ALD10-501 Avalanche: Guard (4) Phoenix Clan	\$24.00
ALD10-502 Firestorm: Initiates (4) Phoenix Clan	\$24.00
ALD10-503 Tsunami: Legio (4) Phoenix Clan	\$24.00
ALD10-504 Hurricane: Acolytes (4) Phoenix Clan	\$24.00
ALD10-505 Shiba Ujimitei (1) Phoenix Clan	\$12.00
ALD10-506 Phoenix Personalities (2)	\$24.00
ALD10-507 Phoenix Personalities # 3 (2)	\$17.00
ALD10-508 Phoenix Clan Isawa Uona & Isawa Tadaka	\$16.00
ALD10-610 Unicorn Striders (4)	\$24.00
ALD10-701 Scorpion: Magistrate, Bushi & Courtier (3)	\$24.00
ALD10-702 Scorpion: Scorpion's Strike (4)	\$24.00
ALD10-703 Scorpion: Crimson Legion (4)	\$24.00
ALD10-704 Scorpion: Black Cabal (4)	\$24.00
ALD10-705 Scorpion: Shadow Assassins (4)	\$24.00
ALD10-706 Scorpion: Bayushi Aramoro & Yokuni (2)	\$16.00
ALD10-707 Scorpion: Bayushi Kikuchi Due Angist	\$12.00
ALD10-708 Scorpion: Bayushi Shou, normal & undead (2)	\$12.00
ALD10-709 Scorpion: Bayushi Tomaru & Tangei (2)	\$16.00
ALD12-051 Infantry: Basus (20)	\$8.00
ALD12-052 Cavalry: Basus (12)	\$8.00
ALD12-053 Large Infantry: Basus (10)	\$8.00
ALD12-054 Goblin Riding Party (2)	\$6.50
ALD12-101 Light Infantry (4 diff. figs. samurai + katana & yari)	\$24.00
ALD12-102 Heavy Cavalry (24 different figs)	\$24.00
ALD12-103 Shugenja (4 different figures)	\$24.00
ALD12-104 Yojimbo Armored Samurai (4 different figures)	\$24.00
ALD12-105 Courtiers (2 different figs. male & female)	\$12.00
ALD12-106 Goblins (2 figures)	\$12.00
ALD12-107 Light Cavalry (2) Due	\$24.00
ALD12-108 Heavy Infantry (4)	\$24.00
ALD12-109 Archers Wearing Medium Armor (4)	\$24.00
ALD12-110 Medium Infantry (Samurai in partial armor) (4)	\$24.00
ALD12-111 Ninja (2)	\$12.00
ALD12-112 Magisters (2)	\$12.00
ALD12-113 Unaligned Personalities # 1 (2)	\$17.00
ALD12-101 Goblin Berserkers (8 figures)	\$24.00
ALD12-102 Goblin Mob (8 figures on 4 bases)	\$24.00
ALD13-103 Ogre Bushi (2)	\$24.00
ALD13-104 Zombies (2) Due	\$24.00
ALD13-105 Oni No Kami (2)	\$24.00
ALD13-106 Magic Mud Goblins (4)	\$24.00
ALD13-107 Shadowlands Madmen (4)	\$24.00
ALD13-108 Ogre Warriors (4)	\$32.00
ALD13-110 Goblin Leaders (4)	\$24.00
ALD13-111 Yogo Junzo (1)	\$24.00
ALD13-112 Shadowlands Skeleton Archers (12)	\$60.00
ALD13-113 Lesser Oni (12)	\$60.00
ALD13-114 Oni Podlings (6)	\$28.00
ALD13-118 Mocking Goblins (24)	\$60.00
ALD13-109 Rating Bushi (4)	\$24.00
ALD13-101 Nagas Bushi	\$25.00
ALD15-102 Nagas: Bowman	\$26.00
ALD15-103 Nagas: Spearman	\$26.00
ALD15-104 Nagas: Temple Guardians	\$26.00
ALD15-105 Nagas: Cavalry Due July	\$26.00
ALD15-106 Nagas: Isha & Ward	\$26.00
ALD15-107 Nagas: Mara on foot and mounted Due August	\$26.00
ALD15-108 Nagas: Shashakar & Shugenja Due July	\$24.00
ALD15-109 Nagas: Qamar	\$24.00

Beast Boxed Sets

ALD99-001 Earth Dragon Due	\$50.00
ALD99-002 Kyoso No Oni Due	\$32.00
ALD99-003 Fire Dragon (huge and very, very impressive!)	\$65.00
ALD99-004 Oni no Isurubu (2 huge demons)	\$65.00
ALD99-005 Water Dragon (this one's huge too!)	\$65.00
ALD99-006 Elemental Terrors (Air and Earth Elementals)	\$50.00
ALD99-009 Radastar Beast	\$60.00

RAL PARTHA

Angels etc

RAF3300 ANGEL OF VICTORY	\$8.50
RAF3301 ANGEL OF JUDGEMENT	\$8.50
RAF3302 ANGEL OF LAW	\$8.50
RAF3303 ANGEL OF GRACE	\$8.50
RAF3304 ARCHANGEL OF LIGHT	\$8.50
RAF3305 AVENGING ARCHANGEL	\$8.50
RAF3306 PEGASUS	\$9.00
RAF3307 NIGHTMARE PEGASUS	\$9.00
RAF3308 HIPPOGRIF	\$9.00
RAF3309 UNICORN AND MAID	\$9.00
RAF3310 DUELING UNICORNS	\$10.95
RAF3311 UNICORN AND YEARLING	\$9.00
RAF3312 SION - CABALISTIC ANGELOUS	\$9.00
RAF3313 ACHERON - ANGEL OF TARTARUS	\$9.50
RAF3315 CATHAR - HERETIC ANGEL	\$9.50
RAF3316 SHEHE - ANGEL OF MIDIAN	\$9.50
RAF3317 ABASHTIS - ANGEL OF STYX	\$9.50

RAL PARTHA

Ral Partha's Battlestorm

Ral Partha's BATTLESTORM Ral Partha have at last released their own fantasy miniatures rules! Battlestorm uses a simple combat system that stresses action, reaction and interaction. Attackers declare any melee unit before they move. This way the opponent has the option of counter-attacking, fleeing or even attacking some other unit. Combat can fire off an exciting chain reaction that suddenly draws many units into the fray. These are called battlestorms and they often mean a battle can hinge on a few critical decisions that cause an explosion of carnage. These rules are designed for the bold commander who wants to feel the rush of adrenaline as his troops become enmeshed in a tactical chess match with all the violence and pageantry of a medieval fantasy battle. 160 full color pages with heaps of color photos of Ral Partha

miniatures, includes army lists and stats for Savages, Barbarians, Reavers, Tyrants, Dragons, Dwarves, Goblins, Orcs, High Elves, Humans, Undead, Trolls, Ogres, and heaps of monsters and animals, etc. Special - \$30.00

'01' FANTASY SERIES

Blisters with 1" true 25mm figures

RAL01001	EVIL WIZARD W/FINGER (1)	\$3.95
RAL01005	WINGED GREMLIN	\$3.95
RAL01011	ANGEL	\$7.25
RAL01012	ARCHANGEL	\$8.50
RAL01019	ANGEL OF DEATH W/SCYTHE	\$8.25
RAL01027	RANGERS, MTD & ON FOOT	\$11.25
RAL01028	GREMLIN WAR PARTY (3)	\$10.95
RAL01030	WRAITH WITH SICKLE	\$3.95
RAL01040	WEREBEAR (1)	\$9.25
RAL01050	GIANT WYVERN	\$12.50
RAL01066	NECROMANCERS (3)	\$10.95
RAL01068	DRAGON BLISTER	\$17.95
RAL01071	UNICORN WITH MTD MAID	\$8.25
RAL01072	COLD DRAKE	\$16.95
RAL01083	WAR DRAGON	\$19.95
RAL01090	STORM GIANT WITH AXE	\$12.50
RAL01091	MTD ELF HERO IN PLATE	\$11.50
RAL01094	GOLDEN DRAGON	\$38.95
RAL01095	JABBERWOCK (1)	\$11.25
RAL01114	THIEVES (4)	\$12.75
RAL01126	MTD CHAOS LORD W/SWORD	\$11.25
RAL01128	BRIGANDS TREASURE CARAVAN	\$18.95
RAL01129	CELESTIAL DRAGON	\$19.95
RAL01134	LAWFUL FIGHTIN' COMPAN	\$7.25
RAL01135	LAWFUL SWORDMASTERS (2)	\$7.25
RAL01136	CHAOTIC DOOM KNIGHTS (2)	\$7.25
RAL01138	BLACK DRAGON	\$22.95
RAL01139	BLUE DRAGON	\$22.95
RAL01143	MALKOTIAN SPEARMEN (2)	\$7.50
RAL01151	SEA DRAGON	\$22.95
RAL01155	GIANT GRIFON (1)	\$13.25
RAL01159	ELITE ARMOUR'D DWARF GUARDS	\$8.50
RAL01162	EVIL CRIMSON DRAGON (1)	\$16.95
RAL01163	FIKE DRAKE (1)	\$12.50
RAL01164	ELF ANTI-HERO WITH SLAVE GIRL	\$10.25
RAL01165	DANCING GIRLS (3)	\$12.50
RAL01168	DWARF ELF & CHAARNA	\$10.25
RAL01169	KROGAR THE GORILLAMAN	\$15.95
RAL01170	THE THIEVES' GUILD	\$10.25
RAL01171	WHITE WORM (1)	\$17.50
RAL01172	HIGHLAND DRAGON & CONSORT	\$18.50
RAL01173	SORCERESS ON PALANQUIN	\$14.95
RAL01174	BARBARIAN DWARVES	\$10.95
RAL01175	NUADHA SILVERHAND	\$8.50
RAL01177	DAMESEL IN DISTRESS	\$12.95
RAL01178	DEMON WOMEN (3)	\$9.25
RAL01179	PERSEUS VERSES THE	\$19.95
RAL01180	WINGED LION	\$10.25
RAL01181	PEGASUS & MOUNTED VALKYRI	\$12.75
RAL01182	DWARF DRAGON FIGHTER (3)	\$11.50
RAL01183	DWARF SHIELD MAIDENS (3)	\$11.50
RAL01184	EVIL DRAGON AND CAPTIVE	\$17.95
RAL01185	DWARF ADVENTURERS (3)	\$13.95
RAL01186	MIZOR SUMMONED DEMON LORD	\$14.50
RAL01187	KINGS (4)	\$14.50
RAL01188	QUEENS (4)	\$14.50
RAL01189	BEOWULF AND GRENDEL	\$9.75
RAL01190	SINBAID ON FLYING CARPET	\$9.75
RAL01191	FALLEN ANGEL	\$10.50
RAL01192	HYDRA	\$15.95
RAL01249	3/4" X 3/4"	\$4.95
RAL01314	BRIS DRAGON	\$18.95
RAL01315	FIGHTER PLAYER CHARACTER (3)	\$12.50
RAL01316	RANGER PLAYER CHARACTER (3)	\$11.50
RAL01317	MAGIC USER PLAYER	\$12.50
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	\$12.50
RAL01320	PALADIN PLAYER CHARACTER (3)	\$10.25
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	\$12.50
RAL01322	BARBARIAN PLAYER	\$12.50
RAL01323	DWARF FIGHTER (3 STAGE) (3)	\$12.50
RAL01324	ELF FIGHTER (3 STAGE)	\$10.25
RAL01325	DRUID (3 STAGE) (3)	\$10.25
RAL01326	CLERIC 3-STAGED CHARACTER (3)	\$11.50
RAL01328	ANTI-PALADIN (3)	\$10.25
RAL01329	ELF FIGHTER/MAGE (3)	\$12.50
RAL01330	FIGHTER W/AXE (3)	\$11.50
RAL01333	WIZARD MAGE W/STAFF (3)	\$10.25
RAL01336	NINJA PL. FIGHTER CHARACTER (3)	\$10.25
RAL01337	FEMALE MAGIC USER (3)	\$10.25
RAL01401	WHITE WIZARD	\$11.50
RAL01402	CARN. WARRIOR/MAGE	\$11.50
RAL01403	CZARON, WITCH KING	\$12.50
RAL01406	EVIL SUPERHERO W/AXE &	\$11.50
RAL01407	PALADIN MTD W/SWORD &	\$11.50
RAL01408	BLACK PRINCE MTD W/AXE	\$11.50
RAL01410	SIMON PENITENCER	\$11.50
RAL01411	MANDRONE THE EXORCIST	\$12.95
RAL01413	BROK THE MALEVOLENT	\$12.95
RAL01415	BARON DIABOLAK DEATH	\$12.95
RAL01417	NOMAD WARRIOR WOMAN	\$12.95
RAL01601	DWARF CHAMPION W/SWORD (1)	\$4.50
RAL01602	ORC KING W/SWORD (1)	\$4.50
RAL01603	NECROMANCER W/WAND (1)	\$4.50
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	\$4.50
RAL01605	GNOME MASTER THIEF W/SWORD (1)	\$4.50
RAL01606	WAR GOD	\$9.75
RAL01607	GODDESS OF EVIL	\$9.75
RAL01608	GODDESS OF LOVE	\$9.75
RAL01609	SUN GOD	\$9.75
RAL01610	GOD OF THE SEA	\$10.50
RAL01611	DARK ELF	\$5.50
RAL01612	HIGH ELF FEMALE CHAMPION	\$5.50
RAL01613	HIGH ELF HEAVY FIGHTER	\$5.50
RAL01614	HIGHLANDER BARBARIAN	\$5.50
RAL01700	MAN WITH MEGALOTHEUS	\$10.50
RAL01701	MAN WITH CAVE LION	\$10.50
RAL01702	MALE WITH RUNNING HYENA	\$9.75
RAL01703	WOMAN WITH SABERTOOTH	\$9.75
RAL01704	DORAK WITH HYACINTH	\$9.75
RAL01705	VRINA WITH LIGER	\$9.75
RAL01706	VELMA & CAVE HYENA	\$9.75
RAL01707	TALL-CAUL WITH CHESTNUT	\$9.75
RAL01708	BYDAN WITH OSTEORBOH	\$9.75
RAL01709	SHONA & DOGBEAR	\$9.75
RAL01710	HUNTRESS AND HUNTING	\$12.95
RAL01711	IVEA THEFT	\$9.75
RAL01713	KALA WITH PHORHUSACOS	\$10.95
RAL01714	DANAE WITH SMILDON	\$9.75
RAL01750	T-REX	\$39.95
RAL01751	TRICERATOPS	\$39.95
RAL01752	PTERANODON	\$17.95
RAL01753	RAPTORS (3)	\$19.95
RAL01754	PARASAUROLOPHUS	\$19.95
RAL01755	FOUNDER OF CASTRUS	\$19.95

RAL02037	DWARVEN SWORDSMEN (6)	\$14.50
RAL02038	DWARF W/CROSSBOW (4)	\$14.50
RAL02039	DWARVEN COMMAND (4)	\$14.50
RAL02040	DWARF ORNITHOPTER (FLYING MACH.)	\$12.50
RAL02041	DWARF AUTOMATONS (ROBOTS) (6)	\$15.95
RAL02049	GOBLIN COMMAND (4)	\$14.50
RAL02050	MIXED IMP SKIRMISHERS	\$13.95
RAL02051	GOBLIN SPEARMEN (6)	\$14.50
RAL02052	GOBLIN SWORDSMEN (6)	\$14.50
RAL02053	GOBLIN ARCHERS (6)	\$14.50
RAL02054	GOBLIN BERSERKERS (6)	\$14.50
RAL02060	GOBLIN WAR CHARIOT	\$28.50
RAL02061	GOBLIN WOLF RIDERS (3)	\$17.50
RAL02062	LESSER ORC ARCHERS	\$12.95
RAL02073	KORGS KILLERS (6 ORCS)	\$13.95
RAL02077	ORC ARCHERS (6)	\$13.95
RAL02079	ORC COMMAND GROUP (4)	\$13.95
RAL02080	ORC LEGIONARIES (6)	\$14.50
RAL02084	ORC LEADER & GUARDS (5)	\$13.95
RAL02093	WOLF RIDERS MIXED (4)	\$14.50
RAL02094	WOLF RIDERS & WOLF (4)	\$14.50
RAL02103	CHAOTIC WARRIORS	\$12.95
RAL02110	LORD GOODWINS COMMAND	\$14.50
RAL02112	LANCERS OF JUSTICE (3)	\$20.50
RAL02113	LEGION OF JUSTICE	\$14.50
RAL02130	DAE-SHIU COMMAND	\$13.95
RAL02140	TROLL SHAMAN & LEADER (2)	\$13.95
RAL02141	TROLL STANDARD & DRUMMER (2)	\$13.95
RAL02142	TROLL ROCK THROWS (3)	\$13.95
RAL02143	TROLL HEAVY INFANTRY (3)	\$13.95
RAL02144	TROLL LIGHT INFANTRY (3)	\$13.95
RAL02145	OGRE COMMANDER (1)	\$10.50
RAL02146	OGRE STANDARD	\$10.50
RAL02147	OGRE HEAVY ASSAULT TROOPS (2)	\$17.50
RAL02148	OGRE WARRIOR (2)	\$17.50
RAL02149	OGRE SPEARMEN (2)	\$17.50
RAL02150	OGRE CHAMPION & HERALD (2)	\$17.50
RAL02151	OGRE GUARDSMEN (2)	\$13.95
RAL02152	OGRE ASSAULT BOWMEN (2)	\$15.25
RAL02161	DWARF BOMBARD & (1)	\$15.95
RAL02164	TROLL CATAPULT & LOADER	\$15.95
RAL02165	OGRE BALLISTA (1)	\$19.95
RAL02180	SKELETONS FOOT COMMAND (4)	\$14.50
RAL02181	SKELETONS WITH SWORDS (6)	\$15.95
RAL02182	SKELETONS WITH BOWS (6)	\$15.95
RAL02183	SKELETONS WITH SPEARS (6)	\$15.95
RAL02184	ARMORED SKELETONS (6)	\$14.50



02-184

RAL02185	LIGHT SKELETON CAVALRY (2)	\$18.95
RAL02186	ARMORED SKELETON CAVALRY (2)	\$17.95
RAL02187	SKELETON MOUNTED CAVALRY (2)	\$13.95
RAL02188	SKELETON FOOT KNIGHTS SWRDS (4)	\$16.95
RAL02189	SKELETON HORSE ARCHERS (2)	\$20.50
RAL02191	SKELETON HEROES (3)	\$16.95
RAL02192	NECROMANCER ON SKELETON PEGASUS	\$19.95
RAL02200	REAPER MARINES (6)	\$14.50
RAL02201	REAPERS - SLAYERS (6)	\$16.95
RAL02202	REAPER WAR WITCHES (3)	\$14.50
RAL02203	BARBARIAN REAPER SCOUTS (4)	\$16.95
RAL02204	TYRANTS WARRIORS W/SPNS (6)	\$14.50
RAL02205	TYRANTS WARRIORS SHD SWRD (6)	\$16.95
RAL02206	TYRANTS ADVENTURERS W/SPEARS 4	\$14.50
RAL02207	BARBARIAN FOOT COMMAND (3)	\$14.50
RAL02208	TYRANT BERSERKERS (4)	\$16.95
RAL02209	TYRANT SHIELD MAIDENS (4)	\$14.50
RAL02210	TYRANT CROSSBOWMEN (4)	\$16.95
RAL02211	TYRANT CHAMPIONS (4)	\$18.50
RAL02212	SAVAGES BOWMEN (6)	\$14.50
RAL02213	SAVAGES SKIRMISHERS (6)	\$14.50
RAL02214	BARBARIAN TRACKER W/WARBEASTS	\$16.95
RAL02215	BARBARIAN SPIRIT WALKERS (4)	\$18.50
RAL02216	HORSE LORDS LANCERS (2)	\$18.95
RAL02217	AMAZON HORSE ARCHERS (3)	\$19.95
RAL02218	BARBARIAN MOUNTED COMMAND (2)	\$22.95
RAL02219	LIGHT HORSE ARCHERS (2)	\$20.50
RAL02220	REGULAR CAV WITH SPEAR (2)	\$20.50
RAL02221	BARBARIAN HORSE LORD PRIESTESS	\$18.95
RAL02222	DARK WIZARDS (3)	\$22.95
RAL02223	THE PROMISED ONE	\$22.95
RAL02230	CHAOS IMPERIUM COMMAND (3)	\$14.50
RAL02231	CHAOS MISSILE TROOPS (4)	\$13.95
RAL02232	CHAOS GUARDSMEN (4)	\$14.50
RAL02233	FOOT KNIGHTS (4)	\$14.50
RAL02234	CRIMSON DEATH AMAZONS (4)	\$13.95



02-234

RAL02275	CHAOS IMPERIUM BERSERKERS (4)	\$13.95
RAL02276	SHOCK TROOPERS WITH PIKE (2)	\$13.95
RAL02277	LT SKIRMISHER BATTAL (4)	\$13.95
RAL02278	CHAOS HEAVY ASSAULT BEASTMEN 4	\$13.95



02-238

RAL02279	SCORPION MAN SHOCK LORD	\$12.50
RAL02280	CHAOS BEASTMAN CAVALRY (2)	\$22.95
RAL02281	CHAOS HEAVY CAVALRY (2)	\$22.95
RAL02282	MOUNTED DEATH KNIGHTS LANCE (2)	\$19.50
RAL02283	CHAOS IMPERIUM MTD KNIGHTS (2)	\$19.50
RAL02284	WAR WIZARDS MOUNTED & FOOT	\$13.95
RAL02285	CHAOS WAR MONKS (3) & BISHOP	\$16.95
RAL02286	CHAOS WINGED WAR DEMONS (2)	\$16.95
RAL02287	CHAOS LORD ON WAR DRAGON	\$49.95
RAL02288	JUGGERNAUT ORCZ COMMAND	\$20.50
RAL02289	LIGHT ORC IMPALERS (3)	\$14.95
RAL02290	LIGHT ORC FAR STRIKERS	\$14.95

RAL02263	GARGANTUA ANARK (1)	\$9.95
RAL02264	DRILLMASTER OF CRUSHED FISTS	\$8.50
RAL02265	LIGHT ORCZ GUTTERS (3)	\$16.95
RAL02266	HEAVY ORCZ IMPALERS (3)	\$17.95
RAL02267	HEAVY ORCZ FAR STRIKERS	\$17.95
RAL02268	HEAVY ORCZ GUTTERS (3)	\$17.95
RAL02269	ASSAULT ORCZ CLEAVERS (3)	\$17.95
RAL02270	ASSAULT ORCZ HACKERS (3)	\$17.95
RAL02271	RANGER BLOOD DRINK (3)	\$16.95
RAL02272	GARGAN ORCZ MOUNTED COMMANDER	\$23.95
RAL02273	GARGAN ORCZ MTD STANDARD BEARR	\$19.95
RAL02274	GARGAN ORCZ IMPALER (LANCER)	\$21.95
RAL02275	GARGAN ORCZ MOUNTED ARCHER	\$17.95

FANTASY MONSTERS

Blisters with 1 or 1 scale metal figures

RAL02401	GREAT FIRE DRAGON	\$22.95
RAL02402	WERETIGER	\$4.95
RAL02403	GARGOYLE	\$4.95
RAL02404	DEMON	\$5.50
RAL02405	ARMORED MINOTAUR W/SPEAR	\$5.50
RAL02406	HELL HOUNDS (3)	\$15.95
RAL02407	LION CENTAURS	\$11.50
RAL02408	FROST GIANT	\$16.50
RAL02409	GUARDIAN DEMON	\$11.50
RAL02410	GARGOYLES (4)	\$12.50
RAL02411	DEMON TREE (1)	\$9.95
RAL02412	GIANT RAT SWARM	\$7.95
RAL02413	MUSHROOM MEN (4)	\$8.50
RAL02414	SKELETON TRAVELLERS	\$10.50
RAL02415	SCAVENGER DRAGON	\$20.95

ENCOUNTERS OF THE IMAGINATION

Blisters with 1 25mm metal figures

RAL02500	SLAVE MASTER & 3 SLAVES	\$14.50
RAL02501	BARTENDER 2 BARMAIDS BOUNCER	\$14.50
RAL02502	ORC LORD ON THRONE	\$16.50
RAL02503	PIRATES & SAILORS (4)	\$13.50
RAL02504	THREE LADIES ESCORTED BY HERO	\$12.50
RAL02505	WOP PACK (7)	\$18.95
RAL02506	FAMILIARS (3 SPRUES)	\$9.75
RAL02507	TOWN GUARD (5)	\$14.95
RAL02508	WEALTHY TRAVELLERS	\$17.50
RAL02509	SKELETON HUNTER & HOUNDS	\$14.95
RAL02510	FIRE LORDS (3)	\$13.95
RAL02511	CHILDREN OF THE WIND	\$12.95
RAL02512	EARTH MASTER (3)	\$13.50
RAL02513	TRAVELLING TROUPE (4)	\$13.50
RAL02514	ZOMBIES (4 ZOMBIES GRAVE)	\$14.50
RAL02515	KINGS GUARDS MUSKETEERS	\$14.50
RAL02516	PANDER WIZARD & (1)	\$14.50
RAL02517	BARBARIAN HERO'S ADV	\$13.95
RAL02518	CLERIC & SUCCUBI (4)	\$13.95
RAL02519	EXECUTIONERS & PRISONERS	\$14.50
RAL02520	SAVAGE SISTERS (4)	\$14.50
RAL02521	WAR DOGS & MASTER (4)	\$14.50
RAL02522	ELEMENTAL OF FIRE & WATER	\$14.50
RAL02523	ELEMENTAL OF EARTH & FIRE	\$14.50
RAL02524	SAVAGE SISTERS II	\$17.95
RAL02525	WATER LORDS (AQUATIC ELVES) 2	\$7.50
RAL02526	FIGHTERS IN PLATE ARMOR	\$7.50
RAL02527	NOVICE THIEVES IN LEATHER	\$7.50
RAL02528	WIZARD IN ROBES WITH STAFF	\$7.50
RAL02529	DWARVEN FIGHTER IN PLATE	\$7.50
RAL02530	RANGERS (MALE & FEMALE)	\$8.50
RAL02531	CLERICS (MALE & FEMALE)	\$8.50
RAL02532	ELVEN SIGILS	\$8.50
RAL02533	DRUIDS (MALE & FEMALE)	\$8.50
RAL02534	PALADINS MALE & FEMALE	\$7.50
RAL02535	HALF ELF RANGERS (M&F)	\$7.50
RAL02536	LEADING FIGHTER 3 (M&F)	\$7.50
RAL02537	LEGENDARY HEROES (M&F)	\$8.50

FANTASY BADGUYS

Each with 1 - 4 25mm metal figures

RAL02800	CHAOS MOUNTED KNIGHTS	\$15.95
RAL02801	CHAOS LORD ON WAR BEAST	\$12.95
RAL02802	PRINCE OF THE NORTH	\$14.50
RAL02803	BONES OF THE PAST (3) ELMORE	\$12.95
RAL02804	DANGEROUS JOURNEY (2) ELMORE	\$18.50
RAL02805	SEDUCTRESS (1) ELMORE	\$17.50
RAL02806	ELVEN JOURN (2) ELMORE	\$17.50
RAL02807	CHAOTIC DRAGON & RIDER	\$17.95
RAL02808	DRAGONMEN	\$9.95
RAL02809	ARCHERS (3)	\$8.95
RAL02810	GREY WIZARD	\$7.50
RAL02811	EVIL DRAGON	\$17.95
RAL02812	GOATMEN	\$11.95
RAL02813	FEMALE PALADIN & UNICORN detele	\$10.95

FANTASY BOXED SETS

With 1 - 10 25mm metal figures

RAL10307	LEGION OF DOOM (UNDEAD)	\$44.95
RAL10310	SILVER AND STEEL (10 FEMALES)	\$37.95
RAL10311	LARRY ELMORE'S WARBAND	\$32.95
RAL10312	SILVER & STEEL II	\$36.95
RAL10313	SNARFOQUEST BOXED SET	\$32.95
RAL10314	REFLECTIONS OF MYTH (8)	\$37.95
RAL10315	VULTURE DRAGON	\$29.95
RAL10316	SEA SERPENT DRAGON	\$29.95
RAL10317	DRAGON IN FLIGHT	\$29.95
RAL10318	ANTAGONISTS BOXED SET	\$69.95
RAL10319	BRIDGE OF SORROWS (PLASTIC)	\$69.95
RAL10320	THE CONFLICT	\$99.95
RAL10321	T-CHAR DRAGON (PLASTIC)	\$41.95
RAL10322	NIDHOGG THE WYRM	\$49.95
RAL10323	RAVENLOFT DENIZERS	\$49.95
RAL10324	CASTLE FOR LORN RAVENLOFT	\$32.95
RAL10325	PLANESCAPE BOXED SET	\$40.00
RAL10326	PERSONALITIES OF THE BLOOD AD&D	\$33.00

FANTASY ADVENTURERS

Blisters with 1 25mm metal figure

This range is being re-packaged with new codes. Otherwise unchanged. Details next catalog

RAL20701	GREATER DEMON	\$17.95
RAL20702	GREATER DEVIL	\$16.50
RAL20703	CYCLOPS	\$11.50
RAL20704	FROST GIANT	\$21.95
RAL20705	GENIE	\$6.95
RAL20706	WATER ELEMENTAL	\$6.95
RAL20707	ARTHUR ELEMENTAL	\$7.50
RAL20708	WIND ELEMENTAL	\$6.95
RAL20709	FIRE ELEMENTAL	\$7.50
RAL20710	PEGASUS	\$13.50
RAL20711	UNICORN	\$4.25
RAL20712	SCORPION	\$7.50
RAL20713	SARPHAGUS	\$7.50
RAL20714	TREE MAN	\$11.95
RAL20715	VERMINITE PRIEST ON MOUNT	\$11.95
RAL20716	VERMINITE LEADER ON MOUNT	\$11.95
RAL20717	VERMINITE WARRIOR ON MOUNT	\$11.95
RAL20718	VERMINITE GUARD	\$2.75
RAL20719	VERMINITE SERGEANT	\$2.75
RAL20720	VERMINITE WITH RIFLE	\$2.75
RAL20721	VERMINITE WITH RIFLE	\$2.75
RAL20722	VERMINITE ASSASSIN	\$2.75
RAL20723	MOUSLING MUSKATEER	\$2.75
RAL20724	MOUSLING WENCH	\$2.95
RAL20725	MOUSLING MOUNT	\$2.95
RAL20726	MOUSLING MUSICIAN W/ACCORDIAN	\$2.95
RAL20727	MOUSLING SCOUT ON SCOOTER	\$2.95
RAL20728	RABBIT WITH RIFLE	\$2.95
RAL20729	FEMALE RABBIT	\$2.95
RAL20730	MOUSLING WAR PARTY (3)	\$13.50
RAL20731	FAMILIAR PACK (6)	\$7.95
RAL20732	CREATURE PACK #2	\$9.95
RAL20733	LYCANTHROPE PACK	\$7.50
RAL20734	GHOUL & SPECTRES	\$9.95
RAL20735	UNDEAD PACK #1	\$9.95
RAL20736	UNDEAD PACK #2	\$9.95
RAL20737	SKELETON WARRIORS	\$9.95
RAL20738	MOVIE PACK	\$9.95
RAL20739	VAMPIRES & DAMSELS	\$9.95
RAL20740	GOBLINS & LEADER	\$9.95
RAL20741	GOBLIN WAR PARTY	\$9.95
RAL20742	ORC LEADER ON GIANT SCORPION	\$17.50
RAL20743	GOBLIN WAR PARTY ANT SCORPION	\$14.95
RAL20744	DWARVEN BRIGADE	\$14.95
RAL20745	ELITE ELF WARRIORS	\$14.95

Dark Heaven 25mm Fantasy Personalities

This is a magnificent range of 25mm fantasy figures, suitable for role playing or for using in your fantasy battle games. The figures are exaggerated Games Workshop style, around 30mm tall.

REA2001	REAPER OF APOCALYPSE-FAMINE	\$9.95
REA2002	REAPER OF APOCALYPSE-PLAGUE	\$9.95
REA2003	REAPER OF APOCALYPSE-WAR	\$11.95
REA2004	REAPER OF APOCALYPSE-PESTILENCE	\$9.95
REA2005	BROTHER NOIRE - FOX (MAGE)	\$4.50
REA2006	SIDRITH - FEMALE FIGHTER	\$3.95
REA2007	DOMUR - WIZARD CASTING	\$3.95
REA2008	GARATH HAWKBLADE - FIGHTER	\$4.50
REA2009	KRUPTE HERETIC (AQUATIC ELVES) 2	\$4.50
REA2010	VLAD THE IMPALER CHAOS KNIGHT	\$4.50
REA2011	DARBIN THE DEADLY - MAGE	\$3.95
REA2012	HOOKE HORROR	\$3.95
REA2013	SKELETON ARCHER	\$3.95
REA2014	SKELETON HALBERDIER	\$3.95
REA2015	SKELETON SWORDSMAN	\$3.95
REA2016	CONJUNCTIVUS - BEHOLDER	\$7.50
REA2017	FAIRY (7)	\$3.95
REA2018	GRIM REAPER	\$4.95
REA2019	GRIM REAPER ON HORSE	\$9.95
REA2020	TARA - FEMALE THIEF	\$4.50
REA2021	ELI - FEMALE ASSASSIN	\$4.50
REA2022	TOLZAR - RIGHTEOUS FIGHTER	\$4.75
REA2023	DIVA - LADY WITH MACE	\$4.95
REA2024	KAIN - FIGHTER IN PLATE ARMOR	\$4.95
REA2025	BRIATE - FEMALE IN ARMOR	\$4.50
REA2026	D'NARG - SWORDSMAN	\$4.95
REA2027	ELISHA - FEMALE MAGE W/SWORD	\$3.95
REA2028	ELENA - PRINCESS MAGE	\$4.95
REA2029	GRABER	\$4.95
REA2030	MICHELLE - FEMALE W/2 KNIVES	\$4.50
REA2031	UNTHAR - FIGHTER WITH MACE	\$4.95
REA2032	SIR FALKIRK - KNIGHT WITH AXE	\$4.50
REA2033	SESSASSIN	\$4.25
REA2034	GWENDALYN - FEMALE HEALER	\$4.95
REA2035	NICOLE - FEMALE KNIGHT W/SWORD	\$4.50
REA2036	ELANTER - PRINCE WITH SWORD	\$4.95
REA2037	GARGOYLE	\$7.50
REA2038	GARGOYLE #2	\$7.50
REA2039	GARGOYLE #3	\$7.50
REA2040	ERIN - MAGE CASTING FIRE	\$4.50
REA2041	MERIN - FEMALE MAGE CASTING	\$4.50
REA2042	UNDEAD RISING FROM GRAVE	\$5.50
REA2043	CADWALON deleted	\$3.75

56 Miniatures: Reaper - Thunderbolt Mountain

REA2111	GABRIEL - VAMPIRE	\$5.50
REA2112	RAGNOR	\$4.50
REA2113	LORD STEEL-CROSS PALADIN	\$4.95
REA2114	GALLADON GREY CLOUD WIZARD	\$5.95
REA2115	MISHKA WITH CAT (MYSTIC)	\$4.50
REA2116	BATHALIAN (SQUID HEAD)	\$4.95
REA2117	HILL TROLL	\$8.95
REA2118	LYTHORR DEMON	\$5.75
REA2119	TEMLAR KNIGHT	\$4.50
REA2120	MELLOIR ELVEN FIGHTER	\$4.50
REA2121	ALLANAH GRAYLOFT DRUIDESS	\$4.95
REA2122	KARRA HIGHTHORP ANTI-PALADIN	\$4.50
REA2123	CHRISTINA WARRIOR PRIESTESS	\$4.50
REA2124	ORC WARRIOR OF THE BLOODY HAND	\$4.25
REA2125	GHOST WARRIOR	\$5.50
REA2126	ARACHNO-ASSASSIN	\$4.50
REA2127	MOUNTAIN TROLL	\$4.50
REA2128	ORC BOWMAN deleted	\$4.25
REA2129	ZOMBIE WEREWOLF	\$6.50
REA2130	WATER DEMON deleted	\$4.50
REA2131	KING NORIN	\$4.50
REA2132	VAMPIRE WITH VICTIM	\$8.50
REA2133	SKELETON WITH STANDARD	\$4.95
REA2134	SKELETON WITH STANDARD deleted	\$4.50
REA2135	WEREWOLF	\$4.25
REA2136	WERETIGRESS	\$3.95
REA2137	ALEXIS THE CONJURER	\$4.95
REA2138	BEORN THE MIGHTY BARBARIAN	\$4.95
REA2139	ELADAN ELVEN RANGER	\$4.95
REA2140	ERIC SWIFTLADE SWASHBUCKLER	\$4.50
REA2141	GARGOYLE MATRON	\$7.95
REA2142	UNHOLY WARRIOR	\$4.95
REA2143	SPECTRE	\$4.95
REA2144	GUARDIAN WRAITH	\$4.95
REA2145	GHOST QUEEN	\$6.25
REA2146	RAIDANCER PEGASUS	\$14.50
REA2147	STARMANE UGON	\$9.95
REA2148	FANIR BARBARIAN	\$5.95
REA2149	KOTHMAR EVIL HIGH PRIEST	\$5.50
REA2150	DORIAN STARROW	\$4.95
REA2151	LIARA SILVERRAIN FEMALE ELF	\$4.50
REA2152	MUMMY OF HAKIR	\$4.50
REA2153	UNDEAD AWAKENING	\$6.25
REA2154	ARACHNO-ASSASSIN SERGEANT	\$4.75
REA2155	DEATH STALKER	\$5.95
REA2156	BLOOD WOLVES (2)	\$5.95
REA2157	DORN IRONSPIKE DWARF	\$3.75
REA2158	KNURL HAMMERSON DWARF	\$3.50
REA2159	AHLISSA OF THE BLADE WITH BOW	\$4.50
REA2160	MARDA OF THE BLADE	\$4.50
REA2161	KHAITH THE BLACK MUMMY KING	\$4.95
REA2162	ARACHNO-ASSASSIN	\$4.25
REA2163	MONTIRIG THE BLOODY DEMON PRINCE	\$4.75
REA2164	DERXES GHOST LORD	\$5.50
REA2165	GARRAMON SPECTRAL LEADER	\$6.75
REA2166	CERBIUS KEEPER OF THE GATE	\$15.95
REA2167	SKYTHE LORD OF THE RIFT	\$4.25
REA2168	ORC CHAMPION	\$4.25
REA2169	HARBORMAN AXEHELM DWARF KING	\$4.25
REA2170	MURIEL THE JUST	\$4.50
REA2171	TALISHA HIGBRINGER	\$4.50
REA2172	TEMPLAR KNIGHT WITH MACE	\$5.50
REA2173	BAKAR THE CHAOS KNIGHT	\$6.75
REA2174	DARK LORD	\$4.50
REA2175	SIRITHS DEMON PRINCESS	\$5.95
REA2176	GIAST SCORPION OF HAKIR	\$15.25
REA2177	SHANON BARBARIAN QUEEN	\$4.25
REA2178	JONAS KANE VAMPIRE HUNTER	\$4.50
REA2179	MUMMY AWAKENING FROM SARCHOPHA	\$8.50
REA2180	ALFRED REDLUTE	\$4.25
REA2181	GRIMM GRAYRINE	\$4.95
REA2182	TEMPLAR KNIGHT	\$5.50
REA2183	WEAPONS PACK #1 (12 WEAPONS)	\$9.50
REA2184	ANGEL OF LIGHT	\$9.95
REA2185	ARACHNO CHAMPION	\$9.95
REA2186	ABYZARAN DRAGON	\$21.95
REA2187	LORIAN ELVEN WARMIDEN	\$4.50
REA2188	BLOOD IMP CHAOS WAR (4)	\$9.50
REA2189	BLOOD IMP WAR BAND (4)	\$9.50
REA2190	BLOOD IMP LORDS (1)	\$9.50
REA2191	FEROCIOUS FELINES (1)	\$8.95
REA2192	CLAUDIA VAMPIRE MAIDEN	\$4.95
REA2193	JUSTINE HOLY FEMALE CLERIC	\$4.25
REA2194	NADIA OF THE BLADE	\$4.50
REA2195	WEAPONS PACK #2 (12 WEAPONS)	\$9.95
REA2196	HYDRA	\$24.95
REA2197	SETHIS MUMMY	\$4.50
REA2198	KRUPP WIGEM BALL	\$4.95
REA2199	PAZUZU WITH GEM BALL STAFF	\$5.75
REA2200	UNICORN & PEGASUS FOALS	\$7.95
REA2201	EWAN HIGHLANDER	\$4.50
REA2202	WEAPONS PACK #3 (12 WEAPONS)	\$9.95
REA2203	SKELETON WITH CROSSBOW	\$3.75
REA2204	SKELETON DRUMMER	\$3.75
REA2205	ORC ANTI-SCORPION	\$19.95
REA2206	SKELETON WITH SCIMITAR	\$3.95
REA2207	SPIRITS	\$5.95
REA2208	GHOU	\$3.95
REA2209	KOSHI	\$3.95
REA2210	ROLLER GIRL	\$3.95
REA2211	ABRAXUS	\$5.95
REA2212	DOMNU DEMON QUEEN	\$5.50
REA2213	HARIS	\$6.50
REA2214	MORRPHA WITCH KING	\$4.95
REA2215	SEAN HIGHLANDER	\$4.50
REA2216	UNDEAD WEREWOLF WITH VICTIM	\$7.50
REA2217	ARMORED ZOMBIE	\$3.95
REA2218	UNDEAD ARCHER	\$4.50
REA2219	ELDARON ELVEN ARCHER	\$4.50
REA2220	PRINCE NICHOLAS OF ANHUR	\$5.95
REA2221	GORD DWARVEN BERSEKER	\$3.95
REA2222	BAG DWARVEN SERGEANT	\$3.95
REA2223	GWYNETH ROANMANE FEM CENTAUR	\$7.95
REA2224	SIR MICHAEL CAVALIER	\$4.95
REA2225	SISTER OF THE BLADE WITH MACE	\$4.75
REA2226	DANTRAG BARBARIAN CHAMPION	\$4.75
REA2227	MONIQUE DENOIR VAMPIRE COMMOR	\$4.75
REA2228	SISTER OF THE BLADE CAVALRY	\$13.95
REA2229	STUM JAGSTONE DWARVEN HERO	\$7.95
REA2230	BALAN IRONBREAKER DWARF CHAMP	\$7.95
REA2231	HIGHLANDER WITH AXE	\$4.50
REA2232	SISTER OF BLADE CAVALRY ARCHER	\$13.95
REA2233	IAN MCANDREW	\$4.95
REA2234	ROBERT O'MANNON	\$4.95
REA2235	LINROC BRIGHTTUNE	\$4.95
REA2236	DERLETH THE FEY	\$5.50
REA2237	ELQUIN WITH STAFF	\$5.50
REA2238	ANGUS STORMHAND	\$4.95
REA2239	ALYSIA	\$5.95
REA2240	FRODERICK WILHELM	\$4.50
REA2241	EARTH ELEMENTAL	\$11.95
REA2242	FIRE ELEMENTAL	\$11.95
REA2243	AIR ELEMENTAL	\$11.95
REA2244	WATER ELEMENTAL	\$11.95
REA2245	SUCCUBUS	\$5.95
REA2246	GHOSTS (2)	\$6.50
REA2247	HIGHLANDER WITH SPEAR	\$4.95
REA2248	KARATHA ARCHER	\$6.95
REA2249	ORC WARRIOR OF KARGIR	\$4.25
REA2250	GAREB O'MANNON - HIGHLANDER	\$4.25
REA2251	ARMORED KNIGHT ON HORSE	\$13.50
REA2252	BLACK ORC WARRIOR	\$4.50
REA2253	TREZZNA MINOTAUR LORD	\$11.95
REA2254	YEOMAN ARCHER	\$4.95
REA2255	WILLIAM MCANDREW HIGHLANDER	\$4.25
REA2256	GHORRIL (2)	\$5.50
REA2257	BRIANNA	\$4.95
REA2258	HIGHLANDER ARCHER	\$4.50
REA2259	LICHE LORD	\$5.95
REA2260	ERADIC DRON	\$4.50
REA2261	HIGHT AND BAGPIPER	\$6.95
REA2262	ORC WARRIOR	\$4.50
REA2263	DEREK THE TALL	\$13.50
REA2264	DERN IRONFIST	\$3.95
REA2265	WIGLAF BERSEKER	\$4.50
REA2266	PATRICK ROWAN	\$4.50
REA2267	WARRIOR	\$4.50
REA2268	BAKAR THE SLAYER	\$4.95
REA2269	BAALBEK THE MAD	\$4.95
REA2270	ERIK REDBEARD	\$5.50
REA2271	CRYPT WRAITH	\$4.95
REA2272	GHOU WARRIOR	\$4.50

REA2283	ORC WARRIOR OF KARGIR	\$4.50
REA2284	ARACHNO ASSASSIN	\$4.50
REA2285	OSVICK STRICK	\$4.50
REA2286	QUIN ROWAN	\$4.50
REA2287	ORC WARRIOR	\$4.50
REA2288	GARNUK THE OGRE	\$11.95
REA2289	OLAF WOLF WARRIOR	\$4.50
REA2290	TENRIS THE PALE	\$4.95
REA2291	GARISH MACRAE	\$4.50
REA2292	DEREK THE TALL	\$4.50
REA2293	MIA OF THE BLADE	\$13.95
REA2294	THORNDIL ON BEAR	\$4.50
REA2295	KING TOLIAS	\$5.95
REA2296	WIGHT	\$5.95
REA2297	KABALLAH	\$4.95
REA2298	DAMON DARK WIZARD	\$4.50
REA2299	BLACKSTING	\$13.95
REA2300	MOUNTED LANCER	\$13.95
REA2301	THORNDIL DWARF	\$4.50
REA2302	TOLIAS	\$4.50
REA2303	MASON ROWAN	\$4.50
REA2304	YOURGHA OGRE	\$11.95
REA2305	TREASURE HORDE #1	\$9.95
REA2306	GHOST	\$4.50
REA2307	LIZARD MAN WARRIOR	\$4.50
REA2308	BROM BARBARIAN	\$6.95
REA2309	GRIM REAPER	\$4.50
REA2310	FERACH THE FURIOUS	\$4.50



REA2311	AMATHOR	\$5.50
REA2312	TREASURE HORDE 2	\$9.95
REA2313	BLACK ORC WARRIOR	\$6.50
REA2314	DWARVEN SWORDS (6)	\$4.50
REA2315	FEANOR STARBOW	\$4.95
REA2316	INQUISITOR	\$4.50
REA2317	KAGUNK OGRE CHIEF	\$13.95
REA2318	ULF WOLFMAINE	\$4.95



Dark Heaven 25mm Army Packs

REA3001	SKELETAL SWORDS (6)	\$14.95
REA3002	SKELETAL BOWMEN (6)	\$14.95
REA3003	SKELETAL HALBERDIERS (6)	\$14.95
REA3004	DWARVEN SWORDS (6)	\$14.95
REA3005	DWARVEN CROSSBOWS (6)	\$14.95
REA3006	FEMALE DWARVES WITH SPEARS (6)	\$14.95
REA3007	DARK HEAVEN ARMY PACK (6)	\$14.95
REA3008	DARK HEAVEN ARMY PACK (6)	\$14.95
REA3009	DARK HEAVEN ARMY PACK (6)	\$14.95
REA3010	ARACHNO ASSASSINS (4)	\$14.95
REA3011	ELVEN ARCHERS (5)	\$14.95
REA3012	ORC ARCHERS (5)	\$14.95
REA3013	DWARVEN BERSEKERS (5)	\$14.95
REA3014	DWARVEN HAMMERERS (5)	\$14.95
REA3015	ELVEN ARCHERS (5)	\$14.95
REA3016	PLAGUE ZOMBIES	\$14.95
REA3017	ELITE DWARVEN AXEMEN	\$14.95
REA3018	SKELETON INFANTRY	\$14.95
REA3019	SKELETON BOWMEN	\$14.95
REA3020	TEMPLAR KNIGHTS	\$14.95
REA3021	MEDIUM ARMORED WARRIORS	\$14.95
REA3022	HEAVY KNIGHTS	\$14.95
REA3023	SISTERS IN HEAVY ARMOR (5)	\$14.95
REA3024	SISTERS WITH 1 HND SWORDS (5)	\$14.95
REA3025	SISTERS WITH MACES (5)	\$14.95
REA3026	SISTERS WITH 2 HND FAILS (5)	\$14.95
REA3027	ELVEN SISTERS WITH SWORDS (5)	\$14.95
REA3028	ELVEN SISTER ARCHERS (5)	\$14.95
REA3029	ORCS WITH AXES (5)	\$14.95
REA3030	SKELETONS WITH X-BOWS (5)	\$14.95
REA3031	SKELETONS WITH SCIMITAR	\$14.95
REA3032	HIGHLANDERS WITH AXES	\$16.50
REA3033	HIGHLANDERS WITH SWORDS	\$16.50
REA3034	ARACHNO ASSASSIN CHAMPIONS	\$16.50
REA3035	TEMPLAR KNIGHTS WITH MACES (4)	\$14.50
REA3036	TEMPLAR KNIGHTS 2 HND SWRDS (4)	\$14.50
REA3037	ARACHNO ASSASSINS SERGEANTS (4)	\$14.50
REA3038	WRAITHS (4)	\$14.95
REA3039	ORCS WITH SPEARS	\$14.95

Dark Heaven Deluxe 25mm Army Packs

Multipose exaggerated 25mm figure army packs, some figures not found anywhere else but in these packs.

REA4001	SKELETONS W/WORDSWORDELUXE (5)	\$14.95
REA4002	MEN AT ARMS DELUXE (5)	\$14.95
REA4003	SKELETON ARCHERS DELUXE (5)	\$14.95
REA4004	MEN AT ARMS OF ANHUR DELUXE (5)	\$14.95
REA4005	SKELETON AXEMEN DELUXE (5)	\$14.95
REA4006	SKELETON SPEARMEN DELUXE (5)	\$14.95
REA4007	HIGHLANDER ARCHER DELUXE (5)	\$14.95
REA4008	HIGHLANDER CLAYMORERS DELUXE (4)	\$14.95
REA4009	ORC WARRIORS DELUXE (5)	\$14.95
REA4010	DWARVEN WARRIORS DELUXE (5)	\$14.95
REA4011	SISTERS OF BLADE MACES DELUXE (5)	\$14.95
REA4012	SISTERS OF BLADE SWORDS DELUXE (5)	\$14.95
REA4013	HIGHLANDER ELITES DELUXE (5)	\$14.95
REA4014	ORCS WITH SCIMITARS DELUXE (5)	\$14.95
REA4015	ORCS ARCHERS DELUXE (5)	\$14.95
REA4016	ORCS WITH AXES DELUXE (5)	\$14.95

Shadow Corp 15mm Fantasy Army Packs

Figures are slightly exaggerated 15mm, around 18mm tall.

REA3001	UNDEAD COMMAND (8) 15MM	\$9.95
REA3002	REAPER & WRAITHS (8) 15MM	\$9.95
REA3003	UNDEAD WITH POLEARMS (12) 15mm	\$9.95
REA3004	UNDEAD W/2 HANDED WPNS (10) 15mm	\$9.95
REA3005	UNDEAD WITH SIDEARMS (12) 15mm	\$9.95
REA3006	UNDEAD ARCHERS (12) 15mm	\$9.95
REA3007	TROLL COMMAND (8) 15mm	\$9.95
REA3008	TROLL W/2 HANDED WPNS (12) 15mm	\$9.95
REA3009	GOLBIN COMMAND SET (10) 15mm	\$9.95
REA3010	GOLBINS WITH MACES (12) 15mm	\$9.95
REA3011	GOLBINS W/SIDEARMS (10) 15mm	\$9.95
REA3012	GOLBINS W/2 HND WPNS (12) 15mm	\$9.95
REA3013	GOLBIN ARCHERS (12) 15mm	\$9.95
REA3014	GOLBINS WOLF RIDERS (8) 15mm	\$9.95
REA3015	MOUNTED REAPERS (4) 15mm	\$9.95
REA3016	MOUNTED UNDEAD W/MACE (4) 15mm	\$9.95
REA3017	MOUNTED UNDEAD W/LANCE (4) 15mm	\$9.95
REA3018	DWARVEN COMMAND (8) 15mm	\$9.95
REA3019	DWARVEN COMMANDERS (10) 15mm	\$9.95
REA3020	DWARVEN CROSSBOWS (10) 15mm	\$9.95
REA3021	DWARVEN AXEMEN (10) 15mm	\$9.95
REA3022	DWARVEN HAMMERERS (10) 15mm	\$9.95
REA3023	DWARVEN ELITE INFANTRY (10) 15mm	\$9.95
REA3024	DWARVEN PIKEMEN (10) 15mm	\$9.95
REA3025	DWARVEN BERSEKERS (10) 15mm	\$9.95
REA3026	DWARVES RIDING BOARDS (4) 15mm	\$9.95
REA3027	DWARVES RIDING RAMS COMMAND (4)	\$9.95
REA3028	DWARVES RIDING RAMS W/LANCE (4)	\$9.95
REA3029	DWARVES RIDING RAMS W/SWORD (4)	\$9.95
REA3030	DWARVES RIDING BEARS COMMAND (2)	\$9.95
REA3031	DWARF CAVALRY W/ SWORDS (3)	\$11.95
REA3032	DWARVES RIDING BEARS LANCES (3)	\$11.95
REA3033	DWARVEN SHOCK TROOPS (10)	\$9.95
REA3034	DWARVEN SHOCKT CROSSBOWMEN (10)	\$9.95
REA3035	DWARVEN SHOCKT HANDGUNNERS (10)	\$9.95
REA3036	DWARVEN ST CAVALRY ON RAMS (4)	\$9.95
REA3037	DWARF CAVWINGED SABERTOOTH	\$11.95
REA3038	DWARF ARTILLERY	\$11.95
REA3039	DWARF MORTAR & CREW (15mm)	\$11.95
REA3040	DWARF ARTILLERY	\$11.95
REA3041	GOLBIN WARWAGON	\$17.95
REA3042	UNDEAD CHARIOT	\$13.95
REA3043	ORC ARTILLERY	\$11.95
REA3044	ORC MORTAR AND CREW	\$11.95
REA3045	ORC INFANTRY (10)	\$9.95
REA3046	ORC BOWMEN (10)	\$9.95
REA3047	ORC COMMAND (10)	\$9.95
REA3048	ORCS WITH 1 HANDED WEAPONS (10)	\$9.95
REA3049	ORCS ON SCORPIONS (2)	\$13.95
REA3050	BLACK ORCS WITH POLEARMS (8)	\$9.95
REA3051	BLACK ORC INFANTRY (8)	\$9.95
REA3052	BLACK ORC ARCHERS (8)	\$9.95
REA3053	BLACK ORC COMMAND (8)	\$9.95
REA3054	BLACK ORC CHAMPIONS (8)	\$9.95
REA3055	BLACK ORCS ON SCORPIONS (2)	\$13.95
REA3056	BLACK ORC SCORPION COMMAND (2)	\$13.95
REA3057	ELEMENTALS EARTH & FIRE (2)	\$10.95
REA3058	ELEMENTALS AIR & WATER (2)	\$10.95

Daimyo 25mm 15th Century Samurai Range

Figures are true 25mm in size.

REA4001	RONIN WITH SWORD	\$
---------	------------------	----

THU3018	Sir Balfre (mounted and on foot)	\$17.00
THU3019	Sir Garth (mounted and on foot)	\$17.00
THU3020	The Lady of the Lake	\$17.00
THU3021	The Black Knight (mounted and on foot)	\$17.00
THU3022	Sir Tristan (mounted and on foot)	\$17.00
THU3023	The Green Knight (mounted and on foot)	\$17.00
THU3024	Herald (mounted and on foot)	\$17.00
THU3025	Squire (mounted and on foot)	\$17.00
THU3026	Lady in Waiting	\$17.00
THU3027	Dwarf Page and Trumpeters	\$17.00
THU3028	Sergeant	\$17.00
THU3029	Archer with Longbow (Mounted & on Foot)	\$17.00
THU3030	Townfolk (4)	\$17.00
THU3031	Man at Arms (mounted and on foot)	\$17.00
THU3032	Crossbowman	\$17.00
THU3033	Footman with Polearms (4)	\$17.00
THU3034	Archers with Longbows (4)	\$17.00
THU3035	Heavy Cavalry Lances (40)	\$17.00

Mordheim

MORDHEIM City of the Damned Warhammer Fantasy goes Necromunda! Mordheim, City of the Damned, a terrible place of nightmarish ruins where death awaits in every shadow. This is a tabletop skirmish game in the Warhammer Fantasy universe, where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city. Has 8 plastic human mercenaries, 10 plastic Skaven, heaps of multi-story full color sturdy card ruined buildings with plastic doors, windows, corners. 176 page rulebook, dice, etc. \$89.00

Mordheim Miniatures

CIT966622	Reiklander Captain (1)	\$11.00
CIT966677	Skaven Assassin Master (1)	\$11.00

WARHAMMER FANTASY

An Introduction to Fantasy Wargames Despite the title, this small 80 page, full color book contains the complete basic Warhammer Fantasy 5th Ed rules, which let you play a game using the infantry and cavalry that make up the bulk of most armies. Even has 11 sample army lists. Also explains the hobby and gives advice on how to collect and paint your own army. \$9.00

WARHAMMER FANTASY BATTLES 5th Ed

This big boxed set is the new 5th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with two popular and completely new armies: The Bretonnians and the Skaven. The Bretonnians have 12 mounted knights of the Realm and 24 bowmen, the finest in Bretonnia. The Skaven army has 32 Skink archers (not tough), make up for it with cunning, speed and sheer numbers) and 20 brutish and savage Skaven warriors. Also 88 miniatures. Also a 152 page Battle Book, a Painting Guide, 112 page Rulebook, 3 card buildings, rosette pad, 9 magic item cards, 12 dice, 2 range rulers, 2 play sheets, fire effect templates, etc. Can the mighty Bretonnians overcome the numerous hordes of Slaan? \$119.95

WARHAMMER BATTLE MAGIC NEW Edition Contains rules for using spells and magic items in the Warhammer game. Regardless of which armies you own, Warhammer Magic includes everything you need to bring wizards and magic to your battles. With 81 magic war cards, 42 enchanted magic cards, 18 magic armor items, 36 wizard Arcana items, 36 Winds of Magic cards, spell decks, templates, counters, etc. \$69.00

WARHAMMER MASTER PAINTER Pad With 25 pages. \$4.50

The World of Warhammer The official illustrated guide to Warhammer Fantasy which is basically an art book of the Warhammer world plus detailed commentary of the world. There are no photos of miniatures. \$40.00

Army Builder A computer assisted army list builder. You type in your units' details, and from there on, changing the army list is as simple as clicking on your mouse. Can be used with WF, 40K, W.B.K., C.A., W.A., Warzone, etc. IBM Requires: PC or 386, 2MB RAM, Windows 95, VGA Adapter. \$65.00

Warhammer Fantasy Novels

Trollslayer The first part of the death saga of Gotrek Gurnisson, as retold by his companion Felix. Monsters, demons, sorcerers, mutants, orcs, beastmen and worse are to be found as Gotrek strives to achieve a noble death in battle. Felix, of course, has only to survive to tell the tale. \$11.50

Skavenslayer Gotrek and Felix are immersed in a deep and sinister plot by the insidious Skaven. Treacherous chaos renegades who plan to use their arcane powers to destroy the city of Nuln. *The Orc*. \$11.50

Daemonslayer Gotrek and Felix continue their adventures. *Nov*. \$11.50

WARHAMMER ARMY BOOKS

WARHAMMER ARMIES: BRETONNIAN Perhaps the most colorful of any nation in Warhammer Fantasy. Battles up to 50% of its army can include characters - mounted knights in full chainmail, great helms, and colorful tunics and hoods; caparisons, all emblazoned with their heraldic designs. Features a full history of Bretonnia, details all their heroes, characters, and regiments, with painting guides, etc. \$31.50

WARHAMMER ARMIES: CHAOS DWARFS The Chaos Dwarfs are a vile black-hearted race, forever waging war in their relentless search for victims to enslave. *Being dropped by GW*. \$31.50

WARHAMMER ARMIES - DARK ELVES The history of the Dark Elf race since the time of the Sundering, when Civil War divided the Dark Elves from their High Elf kind and drove the Witch King and his followers northwards to the Land of Chill. Including Dark Elf Sorcerers, Black Ark Corsairs, Dark Riders, Witch Elves, Executioners, Assassins, Scouts and their deadly rituals, the book includes the Cold Ones. The Special Characters section gives background and rules for some of the greatest heroes of the Dark Elf race - Hellbringer Hag Queen, Shadowblade Master of the Assassins, and the Witch King. Rules are provided for the Dark Elf Repeater bolt thrower, and the Cauldron of Blood. \$31.50

WARHAMMER ARMIES: DOGS OF WAR The Dogs of War are mercenary armies who live by fighting - fighting for heroic causes, fighting for adventure, but mostly fighting for cash! This book lets you build an entire mercenary army, or recruit any of 13 mercenary regiments into any Warhammer army. Includes individual leaders, special rules, special warfare, etc. \$31.50

WARHAMMER ARMIES: DWARFS Army list includes Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannon, Organ Gunners, Flame Cannons, etc. Complete new magic rule system, with magic weapons, armor, standards, machines, talismans, and a new scenario. \$31.50

WARHAMMER ARMIES: HIGH ELVES The High Elves army list has been completely revamped and re-released, covering all the regions of Ulthuan. With hopes of new characters and troop types, including Elyrian River horse archers, Dragon Princess of Calador, Sorcerer of Lothern, Shadow Warriors, Sword Masters of Hoeth, White Lions of Chrace, Tallian Charioteers, Altir Atha the Shadow King, Etharion the Grim, Alaric, Everqueen of Averlon, Bellanar, Lornemaster of Hoeth, Korihl, Hunter Captain of the White Lions, Tyrion, Tocliss, etc. \$31.50

WARHAMMER ARMIES: LIZARDMEN Deep within the steaming jungles of Lustria, the Lizardmen stand the drums of war. From mighty temples and ruined cities, they issue forth to defend their ancient civilization and conquer new lands. With full army lists, covering Slan, Saurus, Skinks, special characters, etc. \$31.50

WARHAMMER ARMIES: ORCS & GOBLINS The 3rd army list book, covering in great detail the orcs and goblins, including forest goblins, night goblins, giant black orcs, orc big luns, orc allies, history, war, wovon, rock lobbers, etc. \$31.50

WARHAMMER ARMIES: SKAVEN A comprehensive history of the Skaven, tracing their origins and their rise to power, detailing their main strongholds such as Hell Pit and Skavensight. Complete game rules for specialist troops & devices of the Warlock Engineers, such as the Skaven Doom Wheel, revised rules for the warpfire thrower, Rat Ogres, Skaven

magic items, etc. The army list includes all of their teeming hordes, such as Clanrats, Skavenstaves, packmasters, etc. & painting guides. \$31.50

WARHAMMER ARMIES: THE EMPIRE 1st book in the new Warhammer Armies series, with a complete history of the Empire, weapons & devices of the Aelford engineers, & a complete army list including the Reiksguard, Knightly Orders, infantry, artillery, plus special troops such as Kislevites, halflings, dwarves, etc. \$31.50

WARHAMMER ARMIES: VAMPIRE COUNTS Vampire Counts are the immortal rulers of the evil Undead. At their command armies of Zombies, Skeletons, Wights and Ghouls gather to destroy the Old World. Dwarf, Elf, and Human armies, painting guides, etc. \$31.50

WARHAMMER ARMIES: WOOD ELVES Contains an engrossing account of the origins and histories of the Wood Elves, of an invasion of their forest Lorn by an orc horde, wars with the dwarves, their strong alliance and friendship with the Bretonnians, and war against the Skaven and Imperials. Includes rules for using Treemen, Forest Dwarves, Great Eagles, Unicorns, and their magical King and Queen. \$31.50

WARHAMMER REALM OF CHAOS Contains three complete army lists that enable you to ravage the Warhammer World with brutal armies of Chaos Warriors, Warbands of mutated Beastmen and evil Daemonic hosts. Has a 128 page Chaos rulebook, 30 Chaos Spell cards, 16 card game counters, 1 summoning template, 5 Magic Standard cards, 20 Chaos reward cards, 12 Chaos gift cards. \$45.00

CHAMPIONS OF CHAOS Companion to the above boxed set. Rules for twelve of the most feared Chaos Champions. They include the Lord of Change, Prince of Damnation, the Denied One, Lord of Chaos Undivided, Arbaal the Undeafened, Count Mordkrak the Damned, the Spawn of Chaos, etc. \$18.00

WARHAMMER SIEGE

WARHAMMER Siege Book This book contains complete rules for fighting siege battles in the Warhammer Fantasy world. Test your mettle as the general of a siege army as you send mighty siege towers to storm the ramparts of enemy castles, or deploy troops to grimly defend your own fortresses using rocks and catapults of boiling oil. Includes nine challenging scenarios, as well as easy to follow modelling advice on building your own castles. \$31.50

WARHAMMER SIEGE MINIATURES

CIT974504	WARHAMMER FORTRESS (plastic)	\$100.00
The new Citadel plastic castle, with four towers, three walls, and wall with gatehouse. Looks fantastic.		
CIT974412	WARHAMMER FORTRESS GATEHOUSE	\$29.50
CIT974351	WARHAMMER FORTRESS WALL (1)	\$16.00
CIT974290	WARHAMMER FORTRESS TOWER (1)	\$29.50
CIT976096	WH SIEGE ATTACKERS	\$16.00
Has 1 wheeled battering ram, 2 ladders, 2 log rams		
CIT976034	WH SIEGE DEFENDERS	\$15.00
Has 1 boiling oil cauldron, 2 rock droppers, 2 barrels, 4 buckets of rocks, and a wheelbarrow.		
CIT975525	SIEGE MANTLETS (2)	\$11.00
CIT85918	ARROW SLITS FOR CASTLE WALLS (lots)	\$14.00
CIT971848	WARHAMMER SIEGE TOWER (Plastic)	\$63.00

Warhammer Fantasy Miniatures

HIGH ELF ARMY \$345.00

2000 point army - High Elf Prince Tyrion, High Elf Hero on Pegasus, Tiranor Battle Standard, Repeater Bolt Thrower & Crew, Silver Helms Regiment (6 mounted), Dragon Princes of Caldor (5 mounted), Phoenix Guard Regt (10), Swordmasters of Hoeth Regt (8), Spacemen Regt (12), Archers Regt (12), Army List, High Elf Banners. \$345.00

ORC & GOBLIN ARMY \$345.00

2000 point army - Grom, Skarsnik, Shaman on Wyvern, 18 Orc Berserkers, 15 Orc Archer Boys, 4 Night Goblin Mob, 3 Night Goblin Fanatics, 14 Goblin Mob, 5 Gobbo Wolf Riders, Squig Herders, 2 Gobbo Doom Divers, & banners. \$345.00

DOGS OF WAR MERCENARIES

CIT967060	GIANTS OF ALBION (2 giants & dnoid)	\$58.50
CIT970254	WILHELM JOHAN (1)	\$16.00
CIT970254	TICHI-HUICHI'S RAIDERS (Skinks on Cold Ones) (5)	\$49.50
CIT970247	SKINK OLD ONE RIDER (1)	\$11.50
CIT970223	SKINK OLD ONE RIDER (1)	\$11.50
CIT970230	OXAYOTL AND TENEHUI, SKINK PROPHETS (2)	\$16.00
CIT970216	SKINK SHAMAN (1)	\$9.00
CIT970810	OGHLA KHAN'S WOLFBOYZ (5)	\$45.00
CIT970797	HOBOGHLA KHAN (1)	\$16.00
CIT970672	HOBGHLA KHAN'S WOLFBOYZ	\$14.00
CIT971893	VESPERO'S VENDETTA (5) REGIMENT	\$27.00
CIT971862	VESPERO'S VENDETTA (3)	\$13.50
CIT971909	VOLAND'S VENATORS (5 Mounted Knights)	\$45.00
CIT971855	VOLAND'S VENATORS (1 Mounted Knight)	\$12.50
CIT972685	RICO'S REPUBLICAN GUARD REGIMENT (12)	\$49.50
CIT972654	RICO'S REPUBLICAN GUARDS (3)	\$13.50
CIT975969	ALCATANI FELLOWSHIP REGIMENT (12)	\$49.50
CIT975969	MARSHMEN OF MIRAGLIANO REGIMENT (6)	\$27.00
CIT974979	BEORGS BEARMEN OF URSLO REGIMENT (8)	\$36.00
CIT974474	ALCATANI FELLOWSHIP (3)	\$13.50
CIT975556	MERCENARY GENERAL ON WARHORSE (1)	\$13.50
CIT974443	MARSHMEN OF MIRAGLIANO (3)	\$13.50
CIT974430	BEORGS BEARMEN OF URSLO (1)	\$17.50
CIT975310	BRONZINO'S GALLOPER GUN BOXED SET	\$45.00
CIT974467	BRONZINO'S GALLOPER GUN BLISTER PACK	\$22.50
CIT974436	LONG DRONG SLAYER'S PIRATES PACK (8)	\$36.00
CIT975037	ASARNIL OF THE DRAGON LORD ON DRAGON	\$49.50
CIT975023	LUCEZZIA BELLADONNA ON HORSE	\$90.00
CIT974915	GOLFGAG'S MERCENARY OGRE (5)	\$22.50
CIT974522	GOLFGAG'S MERCENARY OGRE (1)	\$22.50
CIT973512	BIRDMEN OF CATRAZZA (5)	\$14.00
CIT974491	BIRDMEN OF CATRAZZA (1)	\$36.00
CIT974975	MIDAS THE MEAN (including wagon with cast-boys)	\$49.50
CIT974975	LEOPOLD'S LEOPARD COMPANY (12)	\$49.50
CIT973514	LEOPOLD'S LEOPARD COMPANY (3)	\$13.50
CIT974719	BRAGANZA'S BESIEGERS (6)	\$27.00
CIT974719	BRAGANZA'S BESIEGERS (3)	\$13.50
CIT972692	AL MUKTAR'S DESERT DOGS (5 mounted)	\$45.00
CIT972661	AL MUKTAR'S DESERT DOGS (1 mounted)	\$11.00
CIT972647	BORGIO THE BESIEGER (1 mounted)	\$16.00
CIT971916	PIRAZZO'S LOST LEGIONARIES (12)	\$49.50
CIT971879	PIRAZZO'S LOST LEGIONARIES (3)	\$13.50
CIT971886	LORENZO LUPO (1)	\$16.00
CIT971849	LUMPIN CROOP'S HALFLINGS (10)	\$36.00
CIT974832	LUMPIN CROOP'S HALFLINGS (4)	\$13.50

SLANN & LIZARDMEN

CIT99217	SLANN MAGE PRIEST ON PALADIN (1)	\$63.00
CIT99217	SLANN MAGE PRIEST (8)	\$16.00
CIT99217	LIZARDMEN SKINKS (10)	\$16.00
CIT99217	LIZARDMEN STEGADON (1)	\$67.50
CIT99217	SKINK ARCHER COMMAND (3)	\$14.00
CIT99217	SKINK COMMAND GROUP (2)	\$14.00
CIT99217	SAURUS WITH SPEARS (3)	\$13.50
CIT99217	SKINKS WITH BOWS	\$13.50
CIT99217	SAURUS WITH HAND WEAPONS	\$13.50
CIT99217	SKINK JAVELIN COMMAND (3)	\$13.50
CIT99217	SAURUS CHAMPION (1)	\$11.00
CIT99217	SAURUS TEMPLE GUARD CHAMPION (1)	\$22.50
CIT99217	SAURUS TEMPLE GUARD COMMAND (2)	\$11.00
CIT99217	SAURUS TEMPLE GUARD (2)	\$14.00
CIT99217	LIZARDMEN SALAMANDER (1)	\$27.00
CIT99217	LIZARD SWARM	\$22.50
CIT99217	LIZARDMEN TERRADON (1)	\$22.50

BRETONNIANS

CIT981373	BRETONNIAN HUNTING PARTY	\$199.00
CIT981373	QUEEN LEONCOEUR KING OF BRETON (1)	\$49.50
CIT981373	GRAIL KNIGHT STANDARD BEARER	\$13.50
CIT981373	BRETONNIAN TRUMPETER GRAIL KNIGHT	\$12.00
CIT981373	BRETONNIAN GREEN KNIGHT (1)	\$22.50
CIT981373	BRETONNIAN KNIGHTS (1)	\$16.00
CIT981373	BRETONNIAN BOWMAN (8)	\$16.00
CIT981373	BRETONNIAN KNIGHT ERRANT (1)	\$11.00

CIT994168	BRETONNIAN ERRANT CHAMPION (1)	\$11.00
CIT994168	KNIGHT ERRANT TRUMPETER	\$11.00
CIT994168	KNIGHT ERRANT BANNER BEARER (1)	\$11.00
CIT994120	MORGIANAN LE FEY ENCHANTRESS (1)	\$27.00
CIT994113	BERTRAND THE BRIGAND, HUGO LE GROS (3)	\$22.50
CIT994113	MEN AT ARMS SPEARMEN (3)	\$13.50
CIT994093	MEN AT ARMS SPEARMEN COMMAND (2)	\$13.50
CIT993994	MEN AT ARMS CHAMPION WITH HALBERD (1)	\$11.00
CIT994076	KNIGHT OF THE REALM STANDARD (1)	\$12.50
CIT994069	KNIGHT OF THE REALM CHAMPION (1)	\$12.50
CIT994052	KNIGHT OF THE REALM TRUMPETER (1)	\$12.50
CIT994045	BRETONNIAN BOWMEN (3)	\$13.50
CIT994038	BRETONNIAN BOWMEN COMMAND (2)	\$12.50
CIT994021	BRETONNIAN BOWMEN CHAMPION (1)	\$12.50
CIT994016	MEN AT ARMS HALBERDIERS COMMAND (2)	\$13.50
CIT997975	QUESTING KNIGHT TRUMPETER	\$12.50
CIT997972	QUESTING KNIGHT STANDARD BEARER	\$12.50
CIT997970	QUESTING KNIGHT CHAMPION	\$12.50
CIT997978	QUESTING KNIGHT HERO ON HORSE	\$13.50
CIT997976	REALM KNIGHT HERO W/ MORNING STAR	\$12.50
CIT997973	MTD GRAIL KNIGHT HERO W/ HANDED SWORD	\$12.50
CIT997971	QUESTING KNIGHT HERO WITH LANCE	\$12.50
CIT981243	QUEST KNIGHT HERO ON FOOT (1)	\$11.00
CIT981230	KNIGHT OF THE REALM ON FOOT (1)	\$11.00
CIT981227	TRISTAN THE TROUBADOR & JULES THE JOKER (2)	\$22.50
CIT981224	BARON ODO D'OUTREMER ON HORSE (1)	\$18.00
CIT981221	SULIMAN LE SARACEN ON HORSE (1)	\$18.00
CIT980638	QUESTING KNIGHTS BOXED SET (4)	\$45.00
CIT980075	BRETONNIAN PEGASUS RIDER	\$11.00
CIT980062	BRETONNIAN MOUNTED SQUIRE HORNBLOWER	\$11.00
CIT980069	BRETONNIAN MTD SQUIRE STANDARD BEARER	\$11.00
CIT980076	BRETONNIAN MTD SQUIRE CHAMPION	\$11.00
CIT980083	BRETONNIAN MOUNTED SQUIRE (1)	\$11.00
CIT980090	BRETONNIAN GRAIL KNIGHT ON FOOT (1)	\$11.00
CIT991624	MOUNTED BRETONNIAN SORCERESS (1)	\$13.50
CIT991631	BRETONNIAN SORCERESS ON FOOT (1)	\$11.00
CIT991648	KEPANESE LE LYONESSE (1)	\$22.50
CIT993987	BRETONNIAN GRAIL KNIGHT ON HORSE CHAMP (1)	\$13.50
CIT994137	KNIGHTS OF THE REALM (1)	\$13.50
CIT994106	BRETONNIAN MEN AT ARMS HALBERDS (3)	\$13.50
CIT994106	BRETONNIAN MAN AT ARMS CHAMPION W/ SPEAR	\$14.00
CIT993956	GRAIL KNIGHT (1)	\$13.50
CIT981243	QUESTING KNIGHT HERO ON FOOT (1)	\$11.00
CIT997978	BRETONNIAN SQUIRES WITH BOWS	\$12.50
CIT997973	BRETONNIAN SQUIRE COMMAND ON FOOT (2)	\$12.50
CIT997972	BRETONNIAN SQUIRE CHAMPION ON FOOT	\$11.00
CIT997932	QUESTING KNIGHT (1)	\$13.50

SKAVEN BOXED SETS

CIT981755	SKAVEN CLAN RATS REGIMENT (20 plastic figures)	\$31.50
CIT992923	SKAVEN DOOMWHEEL (1)	\$49.50
CIT992826	SKAVEN SCREAMING BELL (1)	\$49.50
CIT981746	SKAVEN WARRIORS (8)	\$16.00

SKAVEN BLISTERS

CIT967810	SKAVEN VERMIN LORD	\$27.00
CIT995691	SKAVEN CHAMPION (1)	\$13.50
CIT990658	PLAGUE MONK COMMAND (2)	\$12.50
CIT994405	SKAVEN WARRIORS (3)	\$13.50
CIT981304	SKAVEN SLAVES WITH SPEARS (4)	\$13.50
CIT981595	SKAVEN SLAVES WITH HAND WEAPONS (4)	\$13.50
CIT981298	SKAVEN SLAVES WITH SLINGS (4)	\$13.50
CIT980190	SKAVEN SLAVES COMMAND (3)	\$13.50
CIT980183	SKAVEN WARLORD (1)	\$13.50
CIT995677	STORMVERMIN (3)	\$14.50
CIT995677	STORMVERMIN COMMAND (2)	\$12.50
CIT990689	STORMVERMIN CHAMPION (1)	\$13.50
CIT990689	SKAVEN PLAGUE MONKS (3)	\$13.50
CIT990665	SKAVEN PLAGUE MONK CHAMPION (1)	\$13.50
CIT995653	SKAVEN GUTTER RUNNERS (3)	\$13.50
CIT995646	SKAVEN GLOBADIERS (1)	\$11.00
CIT995639	SKAVEN CENSOR BEARER (1)	\$11.00
CIT995622	SKAVEN RAT OGRES (1)	\$22.50
CIT995615	CLAN MOULDER PACK MASTERS (1)	\$13.50
CIT994621	BONERIPPER (1)	\$13.50
CIT995509	DEATH MASTER SNIKK (1)	\$16.00
CIT995554	SKROLK (1)	\$16.00
CIT995547	GREY SEER THANOUOL (1)	\$16.00
CIT995530	WARLORD QUEEK (1)	\$16.00
CIT995523	BITT (1)	\$16.00
CIT995668	SKAVEN RAT SWARMS	\$11.00
CIT995592	SKAVEN JEZZAIL (1)	\$16.00
CIT995585	SKAVEN WARP FIRE THROWER (1)	\$55.00
CIT995578	SKAVEN WARP ASSAULT (1)	\$55.00
CIT995561	SKAVEN WARLOCKS (1)	\$11.00

CHAOS BLISTERS

CIT975297	DECHAL A THE DENIED ONE (1)	\$16.00
CIT978635	SCYLA ANFINGRIM (1)	\$16.00
CIT977826	PLAGUEBEARER COMMAND (3)	\$18.00
CIT979431	PINK HORRORS CHAMPION (2)	\$12.50
CIT978619	PINK HORRORS COMMAND	\$16.00
CIT978626	CHAOS BLUE HORRORS (2)	\$12.50
CIT979424	ARCHON (1)	\$22.50
CIT981379	KHAZAK THE ONE EYE (1)	\$22.50
CIT979448	CHAOS MINOTAUR LORD (1)	\$40.00
CIT979448	CHAOS HOUNDS (2)	\$11.00
CIT979226	CHAOS CHAMPIONS	\$18.00
CIT979226	CHAOS TRANSFER	\$10.95
CIT979448	CHAOS BEASTMAN COMMAND (2)	\$12.50
CIT979448	CHAOS BEASTMAN CHAMPION (1)	\$11.00
CIT979448	CHAOS BANNERS	\$13.50
CIT979501	PLAGUEBEARER	\$13.50
CIT979448	BEASTMAN SHAMAN (1)	\$11.00
CIT979448	CHAOS DRAGON OGRE (1)	\$31.50
CIT979448	CHAOS KNIGHT HEROS (1)	\$12.50
CIT9795295	FLYING DISC OF TZEENTCH (1)	\$10.95
CIT730162	AEKOLD HELBRASS (1)	\$14.50
CIT979527	FIENDS OF SLAANESH	\$13.50
CIT979527	MOUNTED CHAOS KNIGHT (1)	\$13.50
CIT9795400	CHAOS KNIGHT CHAMPION (1)	\$13.50
CIT9795400	CHAOS KNIGHT STANDARD BEARER	\$13.50
CIT979523	CHAOS NURGLINGS	\$11.00
CIT979523	CHAOS CHAMPION	\$12.50
CIT979523	CHAOS MARAUDERS WITH FLAILS	\$13.50
CIT979523	CHAOS MARAUDERS COMMAND	\$12.50
CIT979523	BESTIGORS (Chaos Beastmen)	\$13.50
CIT979523	CHAOS MINOTAUR (2)	\$26.00
CIT979448	CHAOS MINOTAUR	\$36.00
CIT979448	DAEMON PRINCE	\$12.50
CIT979448	UNGOR BEASTMAN SPEARMEN COMMAND (2)	\$13.50
CIT979448	UNGOR BEASTMAN WITH SPEARS (4)	\$13.50
CIT979448	UNGOR SKIRMISHERS (4)	\$12.50
CIT979448	UNGOR SKIRMISHERS COMMAND (2)	\$18.00
CIT979448	CHAOS BEASTMAN LORD	\$13.50
CIT979448	CHAOS LORD ON CHAOS STEED (1)	\$21.50
CIT979448	CHAMPIONS OF TZEENTCH (2)	\$16.00
CIT979448	SCYLLA CHAOS SPAWN (1)	\$11.00
CIT979448	FLAMERS OF TZEENTCH (1)	\$11.00
CIT979448	SLASH HOUNDS OF KHORNE (1)	\$13.50
CIT979448	CHAOS BEASTMAN (3)	\$10.95
CIT979448	CHAOS HARRY (1)	\$22.00
CIT979448	MINOTAUR WITH 3 HANDED WEAPON	\$22.00
CIT979448	MINOTAUR WITH ADDITIONAL W/PN	\$13.50
CIT979448	CHAOS SPAWN (1)	\$9.00
CIT979448	BLOODLETTERS (new) (1)	\$13.50
CIT979448	BLOODLETTER COMMAND GROUP (2)	\$13.50
CIT979448	MAUDERER W/2 HANDED WEAPON (3)	\$13.50
CIT979448	CHAOS WARRIORS (2)	\$13.50
CIT979448	MAUDERER W/2 HANDED WEAPON (1)	\$13.50
CIT979448	DAEMONETTES (2)	\$13.50
CIT979448	DAEMONETTE CHAMPION (1)	\$13.50
CIT979448	DAEMONETTE COMMAND GROUP (2)	\$13.50
CIT979448	DAEMONETTE CHAMPION ON STEED (1)	\$16.00
CIT979448	DAEMONETTE MUSICIAN ON STEED (1)	\$16.00
CIT979448	DAEMONETTE CHAMPION ON STEED (1)	\$16.00

HIGH ELF BOXED SETS

CIT979569	HIGH ELF DRAGON LORD (1)	\$63.00
CIT9796958	HIGH ELF EVERQUEEN (7)	\$43.50
CIT979570	HIGH ELF WARRIORS (8)	\$18.00
CIT9793352	HIGH ELF REAVEN W/RIGHTS ELLYRIAN	\$16.00
CIT9793352	HIGH ELF PEGASUS (1)	\$43.50
CIT9793352	NEW HIGH ELF SILVER HELM (4)	\$40.50
CIT9793352	HIGH ELF TIRANOC CHARIOT	\$16.00
CIT9793352	ELTHARION ON STORMWING	\$49.50

HIGH ELF BLISTERS

CIT9796083	HIGH ELF BANNERS	\$11.00
CIT9796254	HIGH ELF BOWMEN (3)	\$14.50
CIT9796254	HIGH ELF PHOENIX GUARD	\$13.50
CIT9796254	HIGH ELF GENERAL ELDROTH (1)	\$13.50
CIT9796254	HIGH ELF MOUNTED HERO (1)	\$10.95
CIT9796254	WHITE LIONS OF CHARGE (3)	\$13.50
CIT9796254	HIGH ELF HEROS (1)	\$13.50
CIT9796254	HIGH ELF ARMORED ARCHERS (3)	\$13.50
CIT9796254	HIGH ELF FRONT RANK SPEARMEN (3)	\$13.50
CIT9796254	HIGH ELF MAIDEN ON STEED (1)	\$13.50
CIT9796254	SEA GUARD CHAMPION (1)	\$11.00
CIT9796254	SEA GUARD COMMAND (2)	\$11.00
CIT9796254	LOTHERN SEA GUARD (2)	\$11.00
CIT9796254	DRAGON PRINCE STANDARD BEARER	\$13.50
CIT9796254	HIGH ELF MAIDEN ON CHAMPION	\$11.00
CIT9796254	HIGH ELF MAIDEN GUARD (3)	\$13.50
CIT9796254	HOETH COMMAND	\$12.00
CIT9796254	HOETH CHAMPION	\$11.00
CIT9796254	SWORD MASTERS OF HOETH (3)	\$13.50
CIT9796254	KORHIL	\$11.00
CIT9796254	SILVER HELM KNIGHT	\$11.00
CIT9796254	WHITE LIONS OF CHARGE COMMAND (2)	\$12.50
CIT9796254	WHITE LIONS OF CHARGE CHAMPION (1)	\$11.00
CIT9796254	HIGH ELF MAGE (1)	\$11.00
CIT9796254	HIGH ELF ARCHER CHAMPION (1)	\$11.00
CIT9796254	HIGH ELF COMMAND (2)	\$12.50
CIT9796254	ELLYRIAN REAVEN W/ SPEAR (1)	\$11.00
CIT9796254	ELLYRIAN REAVEN WITH BOW (1)	\$11.00
CIT9796254	ELLYRIAN RANGER HORN BLOWER (1)	\$11.00
CIT9796254	ELLYRIAN REAVEN CHAMPION (1)	\$11.00
CIT9796254	ELLYRIAN REAVEN STANDARD (1)	\$11.00
CIT9796254	High Elf Silverhelm Standard Bearer (1)	\$12.50
CIT9796254	High Elf Silverhelm Hornblower (1)	\$11.00
CIT9796254	High Elf Silverhelm Champion (1)	\$11.00
CIT9796254	DRAGON PRINCE C.A. DOOR (1)	\$13.50
CIT9796254	DRAGON PRINCE CHAMPION (1)	\$13.50
CIT9796254	TYRION (1)	\$22.50
CIT9796254	TECLIS (1)	\$16.00
CIT9796254	HIGH ELF REPEATING BOLT THROWER (1)	\$12.50
CIT9796254	HIGH ELF CHAMPION	\$11.00
CIT9796254	HIGH ELF COMMAND	\$12.00
CIT9796254	HIGH ELF SPEARMEN (3)	\$13.50

DARK ELF BOXED SETS

CIT979491	DARK ELF DRAGONRIDER (1)	\$63.00
CIT979491	WARHAMMER DARK ELVES (8)	\$14.00
CIT979491	DARK ELF CAULDRON OF BLOOD	\$57.00
CIT979491	DARK ELVES BOX (4)	\$36.00

DARK ELF BLISTERS

CIT9796148	DARK ELF CORSAIRS (3)	\$13.50
CIT9796148	DARK ELF SPEARMEN (3)	\$13.50
CIT9796148	DARK ELF TRANSFERS	\$10.95
CIT9796148	DARK ELF BANNERS	\$11.00
CIT9796148	DARK ELF STANDARDS	\$11.00
CIT9796148	COLD ONE KNIGHT STANDARD (1)	\$14.50
CIT9796148	COLD ONE KNIGHT GUARD (1)	\$13.50
CIT9796148	DARK ELF GENERAL ON COLD ONE (1)	\$22.50
CIT9796148	DARK ELF SORCERER (1)	\$11.00
CIT9796148	DARK ELF ASSASSIN (1)	\$11.00
CIT9796148	DARK RIDER STANDARD (1)	\$11.00
CIT9796148	DARK RIDER CHAMPION (1)	\$11.00
CIT9796148	DARK ELF REPEATING BOLT THROW (1)	\$22.50
CIT9796148	DARK ELF COLD ONE (1)	\$13.50
CIT9796148	DARK ELF WITCH (3)	\$11.00
CIT9796148	DARK ELF COMMAND (2)	\$12.50
CIT9796148	DARK ELF CHAMPION (1)	\$11.00
CIT9796148	BLACK GUARD OF NAGGAROTH (2)	\$12.50
CIT9796148	DARK ELF CROSSBOWMEN (3)	\$13.50
CIT9796148	DARK ELF SORCERESS (1)	\$11.00

EMPIRE BOXED SETS

CIT972678	EMPIRE HANDGUNNERS REGIMENT (16)	\$31.50
CIT972678	EMPIRE HALBERDIERS (8)	\$16.00
CIT9799347	EMPIRE WAR WAGON (1)	\$63.00
CIT9799347	EMPIRE STEAM TANK (1)	\$49.50
CIT9799347	EMPIRE WAR ALTAR (1)	\$45.00
CIT9799347	HEROES OF THE EMPIRE (4)	\$43.00
CIT9799347	ELECTOR COUNTS (4)	\$43.00
CIT9799347	EMPIRE PEGASUS RIDER (1)	\$43.00
CIT9799347	EMPEROR ON DEATHCLAW (1)	\$43.00
CIT9799347	EMPIRE CROSSBOWMEN REGIMENT (16 plastic)	\$31.50
CIT9799347	EMPIRE HALBERDIERS REGIMENT (16 plastic figures)	\$31.50

EMPIRE BLISTERS

CIT9794281	EMPIRE VOLLEY GUN (1)	\$27.00
CIT9794281	KNIGHT OF THE BLAZING SUN STANDARD	\$12.50
CIT9794281	GRANDMASTER OF THE BLAZING SUN (1)	\$9.00
CIT9794281	EMPIRE OUTRIDERS (1)	\$11.00
CIT9794281	KISLEV HORSE ARCHER COMMAND	\$27.00
CIT9794281	EMPIRE MORTAR (1)	\$13.50
CIT9794281	EMPIRE GREATSWORD (3)	\$13.50
CIT9794281	BORIS TOBBINGER (1)	\$14.50
CIT9794281	ELDERBAND AND DRUM (1)	\$16.00
CIT9794281	VALMIR VON RAUKOV (1)	\$16.00
CIT9794281	REIKSMARSHALL KURT HELBOR (1)	\$16.00
CIT9794281	SUPREME PATRIARCH (1)	\$14.50
CIT9794281	LUDWIG SWARTZHEIM (1)	\$16.00
CIT9794281	GRANDMASTER - KNIGHT PANTHERS (1)	\$12.50
CIT9794281	KNIGHTS PANTHER (1)	\$12.50
CIT9794281	KNIGHTS PANTHER STANDARD	\$12.50
CIT9794281	EMPIRE HALFLING HOT POT (1)	\$14.50
CIT9794281	EMPIRE FOOT SOLDIERS (3)	\$12.50
CIT9794281	EMPIRE COMMAND GROUP (3)	\$13.50
CIT9794281	EMPIRE ARCHERS (3)	\$14.50
CIT9794281	EMPIRE GREAT CANNON (1)	\$27.00
CIT9794281	EMPIRE GREAT CANNON (1)	\$14.50
CIT9794281	KISLEV WINGED LANCER MUSICIAN (1)	\$11.00
CIT9794281	KISLEV LANCERS STANDARD BEARER (1)	\$11.00
CIT9794281	KISLEV WINGED LANCER CHAMPION (1)	\$11.00
CIT9794281	KISLEV HORSE ARCHERS STANDARD (1)	\$11.00
CIT9794281	EMPIRE REIKSGUARD COMMAND (2)	\$11.00
CIT9794281	EMPIRE REIKSGUARD CHAMPION (1)	\$11.00
CIT9794281	RUTGAR EMPIRE GENERAL	\$18.00
CIT9794281	EMPIRE FLAGELANTS (2)	\$12.50
CIT9794281	HANDGUNNERS (3)	\$13.50
CIT9794281	EMPIRE REIKSGUARD (2)	\$12.50
CIT9794281	EMPIRE COMMAND (3)	\$10.00
CIT9794281	EMPIRE HALFLING BOWMEN (4)	\$13.50
CIT9794281	EMPIRE BATTLE STANDARD	\$13.50
CIT9794281	MARIUS LEITDORF (1)	\$16.00
CIT9794281	ICE QUEEN OF KISLEV (1)	\$16.00
CIT9794281	REIKSGUARD KNIGHTS	\$13.50
CIT9794281	EMPIRE PISTOLIERS (1)	\$13.50
CIT9794281	WHITE WOLF STANDARD BEARER (1)	\$12.50
CIT9794281	GRANDMASTER WHITE WOLVES (1)	\$12.50
CIT9794281	KNIGHTS OF THE WHITE WOLF (1)	\$12.50
CIT9794281	KISLEV WINGED LANCER (1)	\$11.00
CIT9794281	KISLEV HORSE ARCHERS (1)	\$11.00
CIT9794281	KNIGHT OF THE BLAZING SUN (1)	\$13.50
CIT9794281	MOUNTED BATTLE WIZARD (1)	\$13.50

ORC & GOBBO BOXED SETS

CIT9799385	ORC ROCK LOBBER (1)	\$49.50
CIT9799385	MARAUDER GIANT (1)	\$70.00
CIT9799385	BLACK ORC WARRIORS (6)	\$16.00
CIT9799385	GOBLIN WARRIORS (10)	\$16.00
CIT9799385	GROM'S GOBLIN WAR CHARIOT (1)	\$36.00
CIT9799385	AZHAG THE SLAUGHTERER (1)	\$63.00
CIT9799385	NIGHT GOBLIN REGIMENT (20 plastic miniatures)	\$31.50
CIT9799385	GOBLIN DOOM DIVER & LAUNCHER WITH CREW	\$36.00

ORC & GOBBO BLISTERS

CIT9799385	FOREST GOBLIN SHAMAN (1)	\$11.00
CIT9799385	SAVAGE ORC SHAMAN (1)	\$9.00
CIT9799385	SAVAGE ORC SHAMAN ON BOAR (1)	\$10.95
CIT9799385	SAVAGE ORC BOAR BOYZ SPEARMEN	\$11.00
CIT9799385	SAVAGE ORC ARKER BOYZ (3)	\$14.50
CIT9799385	GOBLIN ROTGUT (2)	\$14.50
CIT9799385	BLACK ORCS (2)	\$14.50
CIT9799385	ORC BIG UN WITH HAND WEAPONS (3)	\$14.50
CIT9799385	FOREST GOBLINS (4)	\$14.50
CIT9799385	ORC BOLT THROWER (1)	\$26.00
CIT9799385	GOBLIN TROLL ON GIANT SPIDER (1)	\$14.50
CIT9799385	NIGHT GOBLIN FANATICS (3)	\$13.50
CIT9799385	FOREST GOBLIN SPIDER RIDER STANDARD	\$13.50
CIT9799385	FOREST GOBLIN SPIDER RIDER CHAMPION	\$13.50
CIT9799385	ORC BOAR BOYZ WITH SPEAR (1)	\$13.50
CIT9799385	ODDIT GOBLIN SHAMAN	\$13.50
CIT9799385	GROTFANG ORC WARLORD (1)	\$22.50
CIT9799385	GOBLIN WOLF BOYZ COMMAND	\$13.50
CIT9799385	GOBLIN WOLF BOYZ (2)	\$11.00
CIT9799385	FOREST GOBLIN SPIDER RIDER (1)	\$11.00
CIT9799385	FOREST GOBLIN COMMAND (3)	\$13.50
CIT9799385	NIGHT GOBLIN SQUIG HERDER (4)	\$16.00
CIT9799385	NIGHT GOBLIN NET TEAMS (1)	\$11.00
CIT9799385	GOBLIN SQUIG HOPPERS (1)	\$11.00
CIT9799385	GOBLINS (4)	\$13.50
CIT9799385	SKARNIS & GLOBBA (2)	\$22.50
CIT9799385	SMOULDERING PUMP WAGON (1)	\$11.00
CIT9799385	ORC BOAR BOYZ BOSS (1)	\$13.50
CIT9799385	ORC BOAR BOYZ HORN BLOWER (1)	\$12.50
CIT9799385	ORC BOAR BOYZ STANDARD (1)	\$12.50
CIT9799385	ORC BOAR BOYZ (1)	\$11.00
CIT9799385	ORC BIG UN COMMAND	\$13.50
CIT9799385	BLACK ORC COMMAND GROUP	\$13.50
CIT9799385	SAVAGE ORC BOAR BOYZ COMMAND (1)	\$12.50
CIT9799385	SAVAGE ORC COMMAND GROUP	\$12.50
CIT9799385	MORGULM NECKSNAPPER (1)	\$22.50
CIT9799385	ORC COMMAND GROUP (2)	\$12.50
CIT9799385	ORC BOYZ	\$13.50
CIT9799385	SAVAGE ORC BOAR BOYZ (1)	\$13.50
CIT9799385	SAVAGE ORC BOYZ (3)	\$13.50
CIT9799385	STONE TROLLS (1)	\$22.50
CIT9799385	RIVER TROLLS (1)	\$22.50
CIT9799385	ORC OGRES (1)	\$22.50

DWARF BOXED SETS

CIT969821	DWARF WARRIORS REGIMENT (16 PLASTIC FIGURES)	\$71.50
CIT969821	THRONE OF POWER (1)	\$43.00
CIT969821	DWARF FLAME CANNON (1)	\$50.00

DWARF BLISTERS

CIT969777	DWARF STONE THROWER & CREW	\$27.00
CIT969777	DWARF BANNERS	\$11.00
CIT969777	KING KAZADOR (1)	\$16.00
CIT969777	BURLOCK DAMNISON (1)	\$16.00
CIT969777	KRAGG THE GRIM (1)	\$16.00
CIT969777	THE WHITE DWARF (1)	\$14.50
CIT969777	DWOF DWARD LORD (1)	\$9.00
CIT969777	DWARF HAMMERERS COMMAND (2)	\$14.50
CIT969777	DWARF HERO (1)	\$9.00
CIT969777	DWARF MINER CHAMPION (1)	\$9.00
CIT969777	DWARF TROLL SLAYER COMMAND (2)	\$12.50
CIT969777	DWARF MINERS (3)	\$13.50
CIT969777	DWARF MINER COMMAND (3)	\$14.50
CIT969777	DWARF CROSSBOWMEN (3)	\$13.50
CIT969777	DWOF DRAGON SLAYER (1)	\$11.00
CIT969777	DWARF DAEMON SLAYER (1)	\$14.50
CIT969777	DWARF SLAYER HERO	\$13.50
CIT969777	DWARF BOLT THROWER (1)	\$22.50
CIT969777	DWOF ORGARG GUN (1)	\$27.00
CIT969777	DWARF HAMMERER CHAMPION (1)	\$11.00
CIT969777	DWARF THUNDERERS (3)	\$13.50
CIT969777	DWARF LONGBEARDS (3)	\$11.00
CIT969777	DWOF GIANT SLAYER (2)	\$13.50
CIT969777	DWARF TROLL SLAYERS (3)	\$13.50
CIT969777	DWARF COMMAND GROUP (2)	\$12.50
CIT969777	DWARF HERO SKAG	\$11.00
CIT969777	DWOF LUNESMITH GRUDGE (1)	\$13.50
CIT969777	DWARF HAMMERERS (3)	\$13.50
CIT969777	DWARF CANNON	\$22.50
CIT969777	QUEEN HELGA DWARF GENERAL (1)	\$11.00
CIT969777	DWOF GYROCOPTER (1)	\$13.50
CIT969777	UNGRIM THE SLAYER (1)	\$16.00
CIT969777	GOTREK & FELIX (2)	\$22.50
CIT969777	BUGMANS TROOPERS (3)	\$13.50

AOGBW210	Earthforce Nova Dreadnought (1)	\$26.00
AOGBW211	Earthforce Artemis Heavy Frigate (1)	\$21.00
AOGBW212	Earthforce Hyperion Cruiser (1)	\$19.00
AOGBW219	Earthforce Poseidon Carrier Due Oct.	\$60.00
AOGBW220	Earthforce Olympus Corvette	\$26.00
AOGBW221	Earthforce Sagittarius Cruiser Due Sept.	\$26.00
AOGBW244	Earthforce Thunderbolt Fighter (3)	\$17.00
AOGBW205	Refits & Upgrades Earthforce/Minbari	\$20.00
REV3022	Babylon 5 Station Model Kit	\$45.00

This is a stunning model kit with decals for all of the blue-metallic and grey-metallic areas that run the length of the station, as well as other sections. The model is 43cm long and has 37 pieces

MINBARI		
AOGBW202	Minbari War Cruiser (1)	\$25.50
AOGBW209	Minbari Fighter (3)	\$14.00
AOGBW216	Minbari Tigra Strike Cruiser Due Sept.	\$26.00
AOGBW217	Minbari Flyer (3)	\$14.00
AOGBW222	Minbari Whitestar (1)	\$21.00
AOGBW224	Minbari Early Cruiser (1)	\$21.00

NARN		
AOGBW203	Narn G'Quan Heavy Cruiser (1)	\$25.50
AOGBW207	Narn Heavy Fighter (3)	\$14.00
AOGBW214	Narn Assault Cruiser (1)	\$25.50
AOGBW242	Narn Bin kat Dreadnought (1)	\$39.00
AOGBW243	Narn Ronsoth Destroyer (1)	\$21.00
AOGBW242	Narn Sho Kori Patrol Cutter (2)	\$21.00
AOGBW264	Narn Dag Kar Missile Frigate (1)	\$15.00
AOGBW265	Narn Sho Kar Scout (1)	\$16.00
AOGBW267	Narn Gorthi Medium Fighter (3)	\$14.00
AOGBW268	Narn Var-Nie Destroyer (1)	\$15.00
AOGBW269	Narn Thutus Frigate	\$15.00
AOGBW306	Refits & Upgrades Narn/Centaury	\$20.00



CENTAURY		
AOGBW204	Centaury Battle Cruiser (1)	\$25.50
AOGBW208	Centaury Medium Fighter (3)	\$14.00
AOGBW213	Centaury Warship (1)	\$15.00
AOGBW246	Centaury Dangan Strike Cruiser (1)	\$25.50
AOGBW247	Centaury Covran Scout (1)	\$16.50
AOGBW248	Centaury Ocular Battleship (1)	\$43.00
AOGBW249	Centaury Haven Patrol Boat (2)	\$21.00
AOGBW255	Centaury Kukai Gunship (1) Due August	\$16.00
AOGBW257	Centaury Bahann Carrier (1) Due August	\$26.00
AOGBW258	Centaury Altarian Destroyer (1)	\$19.00
AOGBW260	Centaury Rutarian Strike Fighter (3)	\$14.00

OTHER RACES		
AOGBW215	Drazi Sunhawk	\$21.00
AOGBW229	Raider Carrier (1) Due Sept.	\$14.00
AOGBW231	Raider Battle Wagon Due Sept.	\$25.50

BOXED SETS		
AOGBW301	Narn Fleet Boxed Set Due Nov	\$99.00
	Includes 2 x 203, 2 x 207, 1 x 214	
AOGBW302	Earthforce Fleet Boxed Set Due Nov	\$99.00
	Includes 1 x 204, 2 x 208, 3 x 213	
AOGBW303	Earthforce Fleet Boxed Set Due Oct	\$99.00
	Includes 1 x 201, 2 x 206, 3 x 212	
AOGBW304	Minbari Fleet Boxed Set Due Oct	\$99.00
	Includes 1 x 202, 1 x 209, 1 x 217, 1 x 224	

The only problem with the AoG fighters above is that they are rather large. If you want tiny fighters that are a similar scale to the capital ships, then you can use some of the Ground Zero fighters below, which are similar in design to the equivalent Babylon 5 fighters:

Tiny X-Wing Fighters (Suitable for use as Starfury) (24)	\$16.00
Tiny Tri-Wing Fighters (Suitable for use as Minbari) (24)	\$16.00
Tiny Crescent Fighters (Suitable for use as Centaury) (24)	\$16.00
Tiny Rhomboid Fighters (Suitable for use as Narn) (24)	\$16.00

Harlequin Babylon 5 Miniatures

30mm Limited Edition Boxed Sets
 HARB5101 Babylon 5 Series 1 – Collector's Boxed Set B5101 \$39.00
 Includes Sinclair, Carolyn Sykes, Security Guard, Ko Dath, Soul Hunter 1



HARB5102 Babylon 5 Series 1 – Collector's Boxed Set B5102 \$39.00
 Includes Londo Mollari, Lady Adira, Trakis, Soul Hunter 2, Med Tech



Battlefleet Gothic

GW Battlefleet Gothic
 Games Workshop's newest big boxed game, of spaceship battles in the 41st Millennium. You command fleets of warships in deadly conflict among the stars. Includes four large plastic Imperial Cruisers, with enough optional parts to make up a variety of different types, and four large Chaos plastic cruisers, also with a lot of optional parts. The ships really do look fantastic. Includes a full rulebook including stats for dozens of Imperial, Chaos, Ork, Eldar ships, fighters, base stations, weapons, etc. With 12 specialised dice, plastic range rulers, over 100 counters of things such as missiles, missile volleys, ship turning counters, asteroids, a planet. Also a

quick start guide.....\$80.00

BattleFleet Gothic Miniatures

CIT968947	SPACE MARINE STRIKE CRAFT (1)	\$11.00
CIT969210	IMPERIAL TRANSPORT SHIPS (3)	\$13.50
CIT968930	SPACE MARINE BATTLE BARGE (1)	\$36.00
CIT968949	CHAOS DESPOILER CLASS DESTROYERS (3)	\$13.50
CIT969159	ORK BRUTE RAMSHIPS (4)	\$13.50
CIT969166	ORK SAVAGE GUNSHIPS (2)	\$13.50
CIT969173	ORK RAVAGER ATTACK SHIPS (1)	\$13.50
CIT969180	ORK ELDAR PRIGATES (1)	\$13.50
CIT969197	ORK TERROR SHIP (1)	\$21.00
CIT969203	ORK KILL KROOZER (1)	\$21.00
CIT969661	DAUNTLESS CLASS LIGHT CRUISER	\$11.00
CIT969678	IMPERIAL FIRESTORM CLASS FRIGATES (3)	\$13.50
CIT969685	ELGAR ACOTINE FRIGATE (3)	\$13.50
CIT969692	ELGAR HEMLOCK DESTROYER (3)	\$13.50
CIT969708	ELGAR NIGHTSHADE DESTROYERS (1)	\$13.50
CIT969715	ELGAR HEARTORE FRIGATES (2)	\$13.50
CIT969722	ELGAR SHADOW CRUISER (1)	\$21.00
CIT969739	ELGAR ECLIPSE CRUISER (1)	\$21.00
CIT969746	CHAOS DESPOILER BATTLESHIP	\$36.00
CIT969753	EMPEROR CLASS BATTLESHIP	\$36.00
CIT970308	CHAOS INFIDEL CLASS RAIDERS (3)	\$13.50
CIT970315	CHAOS IDOLATOR CLASS RAIDERS (3)	\$13.50
CIT970322	IMPERIAL COBRA CLASS DESTROYERS (4)	\$13.50
CIT970339	IMPERIAL SWORD CLASS FRIGATES (3)	\$13.50
CIT970346	BLACKSTONE FORTRESS	\$36.00
CIT970353	CHAOS DESOLATOR BATTLESHIP	\$36.00
CIT970360	RETRIBUTION CLASS BATTLESHIP	\$36.00
CIT970377	IMPERIAL CRUISERS (2 plastic ships)	\$16.00
CIT970384	CHAOS CRUISERS (2 plastic ships)	\$16.00

BattleTech

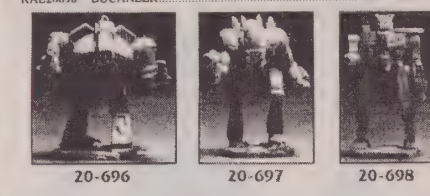
FAS BATTLETECH 4th Edition This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc; a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. \$47.50

Ral Partha BattleTech Miniatures

Mechs & AFVs

1/285th Scale Metal Kits with Tor (I) models.

RAL1920-778	CROCKETT BATTLEMECH	\$16.50
RAL1920-786	FLASHMAN BATTLEMECH	\$13.95
RAL1920-787	CHAMPION BATTLEMECH	\$13.95
RAL1920-814	LANCELOT BATTLEMECH	\$13.95
RAL1920-892	SHOGUN BATTLEMECH	\$16.50
RAL1920-898	IMP BATTLEMECH	\$16.50
RAL20600	VULTURE OMNIMECH (1)	\$13.95
RAL20601	LOKI OMNIMECH (1)	\$13.95
RAL20602	THOR OMNIMECH (1)	\$14.95
RAL20603	MADCAT OMNIMECH (1)	\$14.95
RAL20604	MAN O'WAR OMNIMECH (1)	\$17.50
RAL20605	MASAKARI OMNIMECH (1)	\$17.50
RAL20606	GLADIATOR OMNIMECH (1)	\$17.50
RAL20607	DAISHI OMNIMECH (1)	\$16.50
RAL20608	DRAGONFLY MDM OMNIMECH	\$13.50
RAL20609	FENRIS MDM OMNIMECH	\$13.50
RAL20610	BLACKHAWK MDM OMNIMECH	\$12.50
RAL20611	RYOKEN MDM OMNIMECH	\$12.50
RAL20612	DASHER BT OMNIMECH	\$9.95
RAL20613	KOSHI BT OMNIMECH	\$9.95
RAL20614	ULLER BT OMNIMECH	\$11.95
RAL20615	PUMA BT OMNIMECH	\$11.95
RAL20616	GRAND TITAN	\$12.50
RAL20617	TEBET	\$12.50
RAL20619	THOR SELF PROPELLED ARTILLERY	\$14.50
RAL20622	NIGHT SKY	\$9.95
RAL20623	SRM CARRIER	\$12.50
RAL20624	GALAD	\$12.50
RAL20626	PHOENIX HAWK IIC	\$11.95
RAL20627	LRM CARRIER (2)	\$14.50
RAL20631	MARKSMAN SELF PROPELLED ARTILL.	\$12.50
RAL20633	NAGA OMNIMECH	\$14.95
RAL20634	LOCUST IIC	\$8.95
RAL20635	PUMA 95 TON TANK	\$13.95
RAL20638	RAKSHASA	\$12.50
RAL20639	KANGA APV (2)	\$12.50
RAL20642	BERSERKER	\$15.95
RAL20643	HELLHOUND	\$11.95
RAL20659	NAGINATA	\$14.95
RAL20660	KODIAK (1)	\$14.95
RAL20661	VIXEN (1)	\$8.95
RAL20662	BATTLE COBRA	\$10.95
RAL20663	VIPER	\$17.50
RAL20664	LINERACKER OMNIMECH	\$14.95
RAL20665	SUNDER MECH	\$17.50
RAL20666	GRIZZLY MECH	\$12.50
RAL20667	TOKUGAWA HEAVY TANK (2)	\$11.50
RAL20670	ANVIL	\$11.50
RAL20671	GRAND CRUSADER MECH	\$12.50
RAL20671	REGULATOR HOVERTANK	\$11.95
RAL20673	STARSLAYER	\$11.50
RAL20674	FALCONER	\$11.50
RAL20675	NIGHTSTAR (1)	\$13.50
RAL20676	PIRANHA	\$10.50
RAL20677	GRENDL	\$12.50
RAL20678	TYPE-001 AEROSPACE FIGHTER	\$12.50
RAL20679	RAPTOR	\$10.50
RAL20680	GALLOWGLAS (1)	\$12.50
RAL20681	LONGBOW (1)	\$9.95
RAL20682	KOMODO	\$11.95
RAL20683	HANKYU OMNIMECH	\$12.50
RAL20684	SHOOTIST (1)	\$13.95
RAL20685	BANDIT HOVERCRAFT	\$14.50
RAL20686	MACKIE	\$14.50
RAL20687	THUNDER HAWK	\$14.50
RAL20688	BAOON	\$10.50
RAL20689	NEXUS (1)	\$7.95
RAL20690	OWENS OMNIMECH	\$10.50
RAL20691	PEREGRINE	\$10.50
RAL20692	HERCULES	\$13.50
RAL20693	NO-DACHI	\$13.50
RAL20694	TOYAMA MECH	\$11.50
RAL20695	FIRE FALCON OMNIMECH	\$10.50
RAL20696	SUPERNOVA	\$10.50
RAL20697	CHAMELEON	\$10.50
RAL20698	BUCANEER	\$9.95



RAL20699	EMPEROR	\$13.50
RAL20705	SHINGRAY F-00 AEROSPACE FIGHTER	\$12.50
RAL20712	SHILONE AEROSPACE FIGHTER	\$9.95
RAL20713	SLAYER AEROSPACE FIGHTER	\$13.50
RAL20714	BATU OMNI AEROSPACE FIGHTER	\$12.50
RAL20715	JAGATAI WITH ALT WEAPON PODS	\$13.50
RAL20722	TRANSRESSOR	\$8.50
RAL20723	WARRIOR HELICOPTER	\$6.95
RAL20724	MECHMASTER FIGHTER	\$9.95
RAL20725	CAVALRY ATTACK HELICOPTER	\$8.95
RAL20726	YELLOW JACKET JON BOAT	\$7.95
RAL20730	ONTOS HEAVY TANK (2)	\$16.50
RAL20740	BEHEMOTH TANK	\$14.50
RAL20743	MOBILE HEADQUARTERS	\$13.50
RAL20744	BADGER TRACKED TRANSPORT	\$11.95

RAL20747	ZHUKOV HEAVY TANK	\$12.95
RAL20748	CHALLENGER X 90 TON TANK	\$16.50
RAL20750	ROMMEL/PATTON 65 TON TANK (2)	\$14.95
RAL20751	LONG TOM ARTILLERY PIECE	\$39.95
RAL20753	SCORPION TANK (2)	\$13.95
RAL20754	LINEHOLDER	\$10.50
RAL20755	SPARTAN SPT-N2	\$15.95
RAL20756	AKUMA	\$9.95
RAL20757	STRIDER SR-I4 OMNI	\$11.95



20-756 20-757

RAL20758	CAULDRON-BORN (OMNI)	\$14.95
RAL20759	TURKINA	\$11.95
RAL20761	DEVASTATOR DVS-2	\$15.95
RAL20763	MAELSTROM MTR-5K	\$11.95
RAL20764	SPECTOR SPR-5F	\$10.50
RAL20765	ENFIELD	\$9.50
RAL20766	LYNX LNX-90	\$10.50
RAL20768	NIGHT GYR	\$14.95
RAL20779	MANTICORE	\$10.95
RAL20780	HUSSAR	\$10.95
RAL20783	JEDGAR VEHICLES (2)	\$10.95
RAL20789	TARANTULA ZPH-1A	\$10.50
RAL20790	SALAMANDER PPR-5S	\$13.95
RAL20791	BEHEMOTH CLAN MECH	\$11.95
RAL20793	HOLLANDER	\$9.95
RAL20794	ALBATROSS	\$11.95
RAL20795	JENNER IIC CLAN MECH	\$8.50
RAL20796	DIEX BASES BATTLETECH	\$11.95
RAL20801	THUG	\$15.95
RAL20802	MONGOOSE	\$8.95
RAL20804	CRAB	\$11.95
RAL20819	MAXIM - 50 TON HOVER TRNSPRT	\$12.95
RAL20820	MARSHAL 55 TON TANK	\$9.95
RAL20821	CLAN ELEMENTAL INFANTRY (30)	\$16.50
RAL20830	VON LUCKNER HEAVY TANKS (2)	\$15.95
RAL20899	KING	\$11.95
RAL20900	CICADA	\$11.95
RAL20901	TREBUCHET	\$11.95
RAL20902	CHARGER	\$15.95
RAL20903	BLDR-KWATCH	\$11.95
RAL20904	OBAKEMONO	\$15.95
RAL20905	BLACKJACK OMNIMECH	\$13.50
RAL20906	RAJIN	\$11.95
RAL20907	BLAVATSK HAWK-KU BHKU-4	\$14.95
RAL20908	THRESHER	\$17.50
RAL20909	DRAGON FIRE DGR-3F	\$13.50
RAL20910	NOBORI-NIN OMNIMECH	\$14.95
RAL20911	CROSSBOW OMNIMECH	\$17.50
RAL20912	KINGFISHER OMNIMECH	\$14.95
RAL20913	PERSEUS PI OMNIMECH	\$14.95
RAL20914	COUGAR OMNIMECH	\$11.95
RAL20915	AVATAR OMNIMECH	\$14.95
RAL20916	MERLIN MLN-1A	\$13.50
RAL20917	NOVA CAT OMNIMECH	\$14.95
RAL20918	TALKING SPIDER	\$13.50
RAL20919	STROPER HAWK OMNIMECH	\$13.50
RAL20920	CENTAUR PROTEOMECH	\$13.50
RAL20921	ROC (PROTEOMECH) (5)	\$13.50
RAL20922	GORGON PROTEOMECH (5)	\$14.95
RAL20923	MINOTAUR PROTEOMECHS (5)	\$14.95
RAL20924	SATYR PROTEOMECHS (5)	\$14.95
RAL20925	HARPY PROTEOMECHS (5)	\$14.95
RAL20926	SIREN PROTEOMECHS (5)	\$14.95
RAL20927	HYDRA PROTEOMECHS (5)	\$14.95
RAL20928	CORVIS	\$13.50
RAL20929	URSUS	\$13.50
RAL20930	CATAPULT CBLT-C4	\$10.50
RAL20931	URBAN MECH II	\$10.50
RAL20932	VINDICATOR VND-3L	\$11.95
RAL20933	VIKING VKG-2F	\$15.95
RAL20934	PACK HUNTER	\$11.50
RAL20935	AXEMAN AXOM-2N	\$13.50
RAL20936	HIGHLANDER II C	\$13.50
RAL20937	BEOWULF	\$11.95
RAL20938	MARS ASSAULT VEHICLE	\$12.50
RAL20939	COBRA	\$13.50
RAL20940	GREAT WYRM	\$13.50
RAL20941	MENSHEN	\$13.50
RAL20942	ATLAS (REMAKE - BIGGER)	\$19.95
RAL20943	INNERSPHERE BATTLE ARMOR	\$13.50
RAL20952	KANAZUCHI BATTLE ARMOR	\$10.50
RAL20953	LONGINUS BATTLE ARMOR	\$13.50
RAL20954	ACHILLES LT BATTLE ARMOR	\$13.50
RAL20955	GRAY DEATH BATTLE ARMOR	\$13.50

BattleTech Boxed Lances

All come with hex bases.

RAL10844	BATTLETECH CLAN BOXED SET.....	\$49.95
	Puma, MadCat, ShadowCat, Daiishi	
RAL10845	BATTLETECH INNERSPHERE BOXED SET.....	\$49.95
	Owens, Orion, Bushwacker, Annihilator	
RAL10846	MECH COMMANDER CLAN MECHS.....	\$49.95
	Uller, Hunchback IIC, Loki, Masakari	
RAL10847	MECH COMMANDER INNERSPHERE MECHS.....	\$49.95
	Raven, Centurion, Jagamech, Atlas (new model)	

60 - Miniatures: Doctor Who - Full Thrust

for simulation science fiction infantry combat in virtually any background, but also includes background information on unit types and organisation set in the same universe as *Dreadnought* and *Full Thrust*. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **\$40.00**

Stargrunt Miniatures

Figures are around 28mm tall

New Anglian Royal Marines (10)	\$22.00
New Anglian Female Troopers (10)	\$22.00
New Anglian Power Armored Troopers (10)	\$22.00
New Swabian League Troopers (10)	\$22.00
New Swabian League Female Troopers (10)	\$22.00
New Swabian League Power Armored Troopers (10)	\$22.00
Eurasian Union Naval Infantry (10)	\$22.00
Eurasian Union Naval Power Armored Infantry (10)	\$22.00
Federal States Europa Colonial Legionaries (10)	\$22.00
Federal States Europa Power Armored Troopers (10)	\$22.00
Islamic Federation Troopers (10)	\$22.00
Pan African Union Troops (10)	\$22.00
Mercenary Troopers (10)	\$22.00
UNSC Marine Troopers (10)	\$22.00
P Tash Biochelic Aliens (10)	\$22.00
Kin'vak Troopers (10)	\$22.00
Oceanic Union Defence Force (Australian) Troopers (10)	\$22.00
Oceanic Union Defence Force Jetbike and Rider (1)	\$7.50
Oceanic Union Defence Force SAM Launcher & 3 Crew	\$8.25
FSE Colonial Legionaries on Futuristic Motor Bike	\$5.50
NAC Marine on Futuristic Motor Bike	\$5.50
Combat Babe on Futuristic Motor Bike	\$5.50

Stargrunt Resin Vehicles

Large resin vehicles, suitable for all 25mm or exaggerated 25mm sci-fi.

SF25-11 Police Patrol Aircar	\$15.00
SF25-14A Gladiator Mk II Light Hover Tank	\$15.00
SF25-15 Survival Medium Hover Tank	\$15.00
SF25-26A Goliath Mk II Heavy Hover Tank	\$30.00
SF25-27 Light Hover Jeep	\$10.00
SF25-28 Wombat Medium Hover APC	\$20.00
SF25-30 Roundabout Medium Hover Tank	\$20.00
SF25-35 AV-6 Assault VTOL (troop transport)	\$20.00
SF25-41 Lawcruiser 8 wheel Urban Security Vehicle	\$35.00
SF25-57 M340 LIPPC Light APC	\$15.00
SF25-58 M62 Slasher Heavy Hover Tank	\$25.00
SF25-62 Porcupine Superheavy Gun Tank	\$25.00
SF25-63 Vimarz G-CAV Gun Assault APC	\$20.00
SF25-64 Gunspider - 6 legged weapons platform	\$20.00
SF25-65 Gunspider - as above with anti-tank variant	\$20.00
SF25-66 Gunspider - as above but anti-tank variant	\$20.00
SF25-67 M44 Conhound Light Assault Vehicle	\$15.00
SF25-69C Wheeled Flatbed Truck with Military Armored Cab	\$20.00
SF25-69E Wheeled Truck with Military Cab and Command Post Body	\$25.00
SF25-73 AV-5 Security/Casualty Evac VTOL	\$25.00
SF25-75 AV9A2 Gunship VTOL	\$20.00
SF25-85 Paladin 6 wheeled Hi-Mobility Battle Tank with Laser Turret	\$35.00
SF25-86 Phalanx 6 wheeled heavy APC with twin laser turrets	\$35.00
SF25-88 Hoplite High Mobility Wheeled Vehicle with Rotary Cannon	\$40.00
SF25-89 Huiler Wheeled Tank Killer with Missile & Cannon	\$40.00
SF25-90 Defender Anti-Air Vehicle (based on Hunter)	\$40.00
SF25-91 Striker Multiple Rocket Artillery vehicle	\$40.00
SF25-93 Gannet II GEV Hover APC	\$25.00
SF25-98 MARS Multiple Artillery Rocket System on Truck	\$25.00

Doctor Who

Superb exaggerated 25mm miniatures, by Harlequin, from the Dr Who TV Series

DOCTOR WHO INVASION EARTH The new Dr Who miniatures game has finally been released! Contains \$75.00 worth of miniatures, being 4 Daleks and 6 UNIT Troopers, and focuses on the war fought over Earth. The 36 page rulebook gives army lists for UNIT, including the Brigadier, troopers, weapons, also for the Doctor, his companions, and equipment; and of course the Daleks, including Davros, Dalek warriors, Dalek Engineers, Assault Dalek, Robomen and Stryker. A special campaign lets you refight the assault on London. Also has card buildings and templates. **\$80.00**

Dr Who Boxed Sets

HARDW1001 Dalek Patrol (7) Including Hvy Wpns	\$55.00
HARDW1002 Dr Who & the Dinosaurs	\$150.00
Contains 3rd Dr, Sarah Jane, 2 Unit Troopers, Pterodactyl, giant T-Rex	
HARDW1003 UNIT Dalek Patrol (7)	\$48.00
HARDW1004 The T.A.R.D.I.S. with 1st Dr & Susan & Console	\$48.00
HARDW1005 Mk III Dalek Patrol	\$55.00
HARDW1006 UNIT Heavy Weapons Squads (3 squads)	\$55.00
HARDW1007 London Resistance (7 humans with makeshift wps)	\$48.00
HARDW1008 1st Dr, Sarah Jane, 2 Unit Troopers, Pterodactyl, giant T-Rex	\$150.00
HARDW1010 UNIT Land Rover	\$75.00

The First Doctor

HARDW101 THE FIRST DOCTOR	\$7.50
HARDW102 ZARBI	\$9.00
HARDW103 MENOPTERA	\$7.50
HARDW104 VENOM GRUB	\$7.50
HARDW105 CHUMBLE	\$7.50
HARDW106 IAN CHESTERTON	\$7.50
HARDW107 BARBARA WRIGHT	\$7.50
HARDW108 SUSAN	\$7.50
HARDW109 THE TOYMAKER	\$7.50
HARDW110 STEVEN TAYLOR	\$7.50
HARDW111 DOODLEBET	\$7.50
HARDW112 MONOID	\$7.50
HARDW113 CAPTURED MENOPTERA	\$7.50
HARDW114 SENSORTITE	\$7.50
HARDW115 TLOTOX	\$7.50
HARDW116 SARA KINGDOM	\$7.50
HARDW117 CYBERMAN MK I	\$7.50
HARDW118 AL'DON THE THAL	\$7.50
HARDW119 MECHANOID	\$7.50
HARDW120 FRANKENSTEIN'S MONSTER	\$12.00
HARDW121 ROBOMAN	\$7.50
HARDW122 SLYTHER	\$7.50
HARDW123 ROBOMAN GUARD	\$7.50
HARDW124 DORTMUND	\$7.50
HARDW125 SAND BEAST	\$7.50
HARDW126 KOOQUILION	\$7.50
HARDW127 OPTERA	\$7.50
HARDW128 RILL	\$7.50
HARDW129 DARWIN	\$7.50
HARDW130 BEN	\$7.50
HARDW131 POLLY	\$7.50
HARDW132 VICKI	\$7.50

The Second Doctor

HARDW201 THE SECOND DOCTOR	\$7.50
HARDW202 ZOE	\$7.50
HARDW203 JAMIE	\$7.50
HARDW204 YETI	\$7.50
HARDW205 ICE WARRIOR	\$7.50
HARDW206 CYBERMAN (INVASION)	\$7.50
HARDW207 CYBERMAN (TOMB)	\$7.50
HARDW208 CYBERMAN FIRING GUN	\$7.50
HARDW209 YETI ATTACKING	\$7.50
HARDW210 DOMINATOR	\$7.50
HARDW211 QUARK	\$7.50
HARDW212 KROTON	\$7.50
HARDW213 EMPEROR DALEK	\$24.95
HARDW214 KROTON ARMED	\$7.50
HARDW215 CLOCKWORK SOLDIER	\$7.50
HARDW216 CYBER-LASER CANNON TEAM	\$18.94
HARDW217 SERVING ROBOT	\$9.00
HARDW221 ICE WARRIOR ATTACKING	\$7.50

The Third Doctor

HARDW301 THE THIRD DOCTOR	\$7.50
HARDW302 SEA DEVIL	\$7.50

HARDW303 DALEK	\$9.00
HARDW304 LINX THE SONTARAN	\$7.50
HARDW305 ENGINEER DALEK	\$7.50
HARDW306 SARAH JANE SMITH	\$7.50
HARDW307 JO GRANT	\$7.50
HARDW308 SILURIAN	\$7.50
HARDW309 AXON HUMANOID	\$7.50
HARDW310 AXON	\$7.50
HARDW312 AUTON DUMMY	\$7.50
HARDW318 TERROR AUTON	\$7.50
HARDW319 LIZ SHAW	\$7.50
HARDW320 PRIMITIVE	\$7.50
HARDW321 GUERRILLA 22ND CENTURY	\$7.50
HARDW323 SERGEANT BENTON	\$7.50
HARDW325 OGRYON ATTACKING	\$7.50
HARDW327 AZAL THE DAEMON	\$10.00
HARDW328 ALPHA CENTAURI	\$9.00
HARDW329 AGGEDOR	\$9.00
HARDW336 OMEGA GUARD	\$7.50
HARDW345 EXXILION	\$7.50
HARDW346 EXXILION ARCHER	\$7.50

The Fourth Doctor

HARDW401 THE FOURTH DOCTOR	\$7.50
HARDW402 ROMANA	\$7.50
HARDW403 UNIT TROOPER	\$7.50
HARDW404 UNIT TROOPER WITH GRENADE	\$7.50
HARDW405 ZYGON	\$7.50
HARDW406 DAVROS	\$9.00
HARDW407 K-9	\$7.50
HARDW408 MARCUS SCARMAN	\$7.50
HARDW409 NIMON	\$7.50
HARDW410 ROBOT MUMMY	\$9.00
HARDW411 ROBOT	\$9.00
HARDW412 SUTCH ON THRONE	\$11.51
HARDW413 WENG CHIANG	\$7.50
HARDW414 MISTER SIN	\$7.50
HARDW416 LEE LA	\$7.50
HARDW417 ROBOT OF DEATH	\$7.50
HARDW418 LI HSEN CHANG	\$7.50
HARDW419 SUICIDE DALEK	\$9.00
HARDW420 PROFESSOR KETTLEWELL	\$9.00
HARDW421 COLANDER ANDRE	\$9.00
HARDW422 HARRY SULLIVAN	\$9.00
HARDW423 UNIT TROOPER WITH SMG	\$7.50
HARDW424 ZYGON ATTACKING	\$9.00
HARDW425 SCAROTH OF THE JAGARTH	\$7.50
HARDW427 MANDREL	\$7.50
HARDW428 NIMON	\$9.00
HARDW429 VORUS VOGON LEADER	\$7.50
HARDW431 DECAVING MASTER	\$7.50
HARDW432 MANDREL ATTACKING	\$7.50
HARDW433 KELLMAN	\$7.50
HARDW434 VOGON WARRIOR	\$7.50
HARDW435 ROMANA II	\$7.50
HARDW436 FOAMASI	\$7.50
HARDW437 ROBOT OF DEATH ATTACKING	\$9.52
HARDW439 ELDERED	\$7.50
HARDW440 MOVELLAN	\$7.50
HARDW441 WOOD BEAST OF TARA	\$7.50
HARDW449 THE MASTER II	\$7.50
HARDW451 ROBOT MUMMY ATTACKING	\$7.50
HARDW455 SONTARAN WARRIOR	\$7.50

The Fifth Doctor

HARDW501 THE FIFTH DOCTOR	\$9.00
HARDW502 ADRIC	\$7.50
HARDW503 TEGAN	\$7.50
HARDW504 NYSSA	\$7.50
HARDW505 DEATH	\$7.50
HARDW506 ANDROID	\$7.50
HARDW507 TERILEPTIL	\$7.50
HARDW508 TURLOUGH	\$7.50
HARDW509 MYRKA	\$24.00
HARDW510 ARMORED SEA DEVIL	\$7.50
HARDW511 ICHTHA	\$7.50
HARDW512 RASTON WARRIOR ROBOT	\$7.50
HARDW513 SAUVIX	\$7.50
HARDW514 SCITHS	\$7.50
HARDW515 OMEGA	\$7.50
HARDW532 EARTHSHOCK CYBERMAN	\$7.50
HARDW550 BLOWN UP DALEK	\$7.50

The Sixth Doctor

HARDW601 THE SIXTH DOCTOR	\$7.50
HARDW602 PERI	\$7.50
HARDW603 DRATHRO	\$23.99
HARDW604 NOMA	\$7.50
HARDW605 MESTOR	\$9.00
HARDW606 MEL	\$9.00
HARDW607 VERVOID	\$9.00
HARDW608 RONLLETT ADVANCING	\$9.00
HARDW610 KATRYCA	\$7.50
HARDW611 CRYON	\$7.50

The Seventh Doctor

HARDW701 THE SEVENTH DOCTOR	\$7.50
HARDW702 THE BRIGADIER	\$7.50
HARDW703 ACE	\$7.50
HARDW704 HAEMOVORE	\$7.50
HARDW705 THE ANCIENT ONE	\$7.50
HARDW706 UNIT THE TEBAP	\$7.50
HARDW707 PIPE PERSON	\$7.50
HARDW708 HAEMOVORE	\$7.50
HARDW709 CHEETAH PERSON	\$7.50
HARDW710 KANDY MAN	\$7.50
HARDW711 THE DESTROYER	\$9.50
HARDW720 SEVENTH DR WITH DALEK JAMMER	\$7.50

The Eighth Doctor

HARDW801 THE EIGHTH DOCTOR	\$7.50
HARDW802 ROBOMAN 2100	\$7.50
HARDW803 DALEK MK 3	\$9.00



Doom Miniatures

From Doom I and II - Limited Stocks, no longer available

REAG6601 DOOM MARINE (1)	\$14.95
REAG6602 ZOMBIE MARINE WITH PISTOL (3)	\$14.95
REAG6603 ZOMBIE MARINE WITH SHOTGUN (3)	\$14.95
REAG6604 HEAVY WEAPON DUDE W/CANNON-GUN	\$13.95
REAG6605 IMP (3)	\$14.95
REAG6607 CACODEMON	\$21.95
REAG6608 PAIN ELEMENTAL	\$21.95
REAG6609 LOST SOUL (FLOATING SKULL)	\$12.95
REAG6610 MANCUBUS	\$21.95
REAG6611 BARON OF HELL	\$21.95
REAG6612 REVENANT	\$10.95
REAG6613 ARACHNOTRON	\$39.95
REAG6614 ARACHNOTRON	\$17.95
REAG6615 CYBERDEMON	\$44.95

Epic Warhammer 40,000

GW Epic Warhammer 40,000 Game

The big boxed game of the Warhammer 40,000 universe, in EPIC scale! **\$100.00**

Firepower Issue 1 Contains the best Epic 40,000 articles from White Dwarf magazine and the Citadel Journal plus some hot new rules, including detachment rules for Daemon hordes, fielding armies of Cult Mechanicus, new missions and tactics for flyers, etc. **\$10.00**

Firepower Issue 2 Contains the best Epic 40,000 articles from White Dwarf Magazine and Citadel Journal plus new rules & scenarios. Includes updated rules for Chaos Titan, alternative rules for Death Company. **\$14.50**

GW Epic 40K Blister Clearance Sale

Games Workshop have dropped Epic Warhammer 40,000, so we quickly snapped up several hundred blister packs of their excellent metal EPIC scale tanks. We offer them here in Grab Packs, for very cheap prices - if you order 15 packs, you pay less than half price! You can also mix and match the five types together in any way you wish, and, as far as possible, we will provide you will an even spread of the different tanks. You cannot specify which models you will receive. See below the table for vehicle types:

Types of Epic 40K	No. of Packs				
Metal Tanks	2	4	7	10	15
Space Marines	\$24	\$44	\$70	\$90	\$100
Imperial Guard	\$24	\$44	\$70	\$90	\$100
Orks	\$23	\$42	\$67	\$85	\$100
Eldar	\$24	\$44	\$70	\$90	\$100
Tyranid	\$24	\$44	\$70	\$90	\$100

Note: Space Marine Tanks include an even mix of Vindicator, Thunderhawk, Razorback, Dreadnought, Predator, Land Speeder, Attack Bikes, Land Raider Cnd. Imperial Guard Tanks include an even mix of Banablate, Basilisk, Shadowsword, Demolisher, Chimera, Hydra, Griffon, Manticores, Deathstalker, Sentinel, Bombar, Marauder, Thunderbolt. Ork Tanks include an even mix of Warbuggies, Big Gunz, Wartrucks, Scorcher, Fightabombers, Pula Rokkitts, Dreadnoughts, Squiggoth, Battlefortress, Flakwagon, Weirdboy Tower. Eldar Tanks include an even mix of Falcon, Wave Serpents, Revenant Titan, Supreme Commanders, Warwalker, Dreadnought, Vyper, Spt Wpns, Vampire, Phoenix, Nightwing, Cobra, Scorpion, Night Spinner. Tyranid Tanks include an even mix of Dominatrix, Hive Tyrant, Harridan, Biovores, Carnifex, Zonothrope, Dactylis, Trygon, Malefactor, Haruspex, Excoorines.

CIT0792 ORK MEGA GARGANT	Special - \$15.00
CIT93314 SPACE MARINE BATTLEGROUP	Special - \$9.00
CIT993253 GREAT GARGANT	Special - \$25.00
CIT993284 ORK MOB	Special - \$9.00
CIT993291 ORK BATTLEWAGONS	Special - \$9.00
CIT993260 TYRANID SWARM	Special - \$9.00
CIT990436 ORK GARGANT	Special - \$20.00

1/300th Scale Crater Pack (20 craters, various sizes) **\$6.00**
Cast in a light brown or grey, just needs dry brushing with acrylics, made of rubber analine.

Fading Suns

HDI NOBLE ARMADA

A starship miniatures game of broadsides and boarding actions in the *Fading Suns* universe. Royal houses vie against rival fleets and pirates for supremacy. Command frigates, destroyers or dreadnoughts to carve freedom from the stars! Let loose all guns against your enemies and loot their crippled ships. Suitable for beginner or advanced players. Includes 32 plastic starship miniatures, rulebook, game play counters for boarding parties, missiles etc, battle maps, interior deck plans, and ship display sheets. **\$100.00**

Capital Ships 6 metal spaceships, being 1 Hawkwood Vladimir Cruiser, 2 Hawkwood Griffin destroyers, 1 Decados Grigori Cruiser, 2 Decados Tupok'a Destroyers **\$50.00**

Full Thrust

GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the "Hail" can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules. **\$25.00**

Background detail & expanded ship stats **\$25.00**
This is the best supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kravak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time limits. It is also the best supplement for *Full Thrust*. **\$25.00**

Full Thrust Fleet Book Volume 1: Warships of the Major Powers This volume covers major warship classes of the four main powers of the Third Solar War period, NAC, ESU, NSL and FSE. Has complete game stats for those Full Thrust miniatures - over 60 pregenerated designs including generic freighters and support ships. Also has new and updated rules, new weapons, revised ship design, and simplified vector movement system. **\$30.00**

Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka.

FT101 NAC Firestorm class Fighters (12)	\$4.00
FT101A NAC Firestorm II class Fighters (12)	\$4.00

FT102	NAC Harrison class Scoutship (4)	\$4.00
FT102A	NAC Harrison II class Scoutship (4)	\$4.00
FT103	NAC Arapaho class Corvette/Lancer (3)	\$6.00
FT104	NAC Miyazaki class Frigate (2)	\$7.00
FT105	NAC Ticonderoga class Destroyer Carrier (1)	\$7.50
FT106	NAC Hoshino class Light Cruiser (1)	\$7.50
FT107	NAC Furious class Escort Carrier (1)	\$7.50
FT108	NAC Vandenberg class Heavy Cruiser (1)	\$10.00
FT109	NAC Majestic class Battleship (1)	\$12.00
FT110	NAC Victoria class Battleship (1)	\$12.00
FT111	NAC Avalon class Battlecruiser (1)	\$16.00
FT112	NAC Valley Forge class Superdreadnought (1)	\$20.00
FT113	NAC Infanteria class Light Cruiser (1)	\$18.00
FT114	NAC Ark Royal class Fleet Super Carrier (1)	\$20.00
FT121	NAC Phantom class Heavy Fighters (12)	\$6.00
FT121A	ESU Kilo class Fighters (12)	\$4.00
FT201A	ESU Kilo II class Fighters (12)	\$4.00
FT202	ESU Lenin class Scoutship (4)	\$4.00
FT202A	ESU Lenin II class Scoutship (4)	\$4.00
FT203	ESU Namuchka class Corvette/Lancer (3)	\$6.00
FT204	ESU Novgorod class Frigate (2)	\$7.00
FT205	ESU Warsaw class Destroyer (2)	\$7.00
FT205B	ESU Warsaw/M class Destroyer (2)	\$7.50
FT206	ESU Tibet class Light Cruiser (1)	\$6.00
FT207	ESU Beijing class Escort Carrier (1)	\$7.50
FT208	ESU Gorkhlov class Heavy Cruiser (1)	\$12.00
FT209	ESU Manchuria class Battlecruiser (1)	\$12.00
FT210	ESU Petrograd class Battleship (1)	\$14.00
FT211	ESU Rostov class Battlecruiser (1)	\$16.00
FT212	ESU Komarov class Superdreadnought (1)	\$20.00
FT213	ESU Konstantine class Attack Carrier (1)	\$20.00
FT214	ESU Tolstokovsky Light Carrier (1)	\$20.00
FT215	ESU Kishu class Heavy Fighters (12)	\$6.00
FT302	Clarke class Survey Cruiser (1)	\$16.00
FT303	Hamburg class Heavy Modular Star Freighter (1)	\$12.00
FT401	Medium Freighter (1)	\$10.00
FT402	Kra'vak Ra'tak class Scoutship (4)	\$4.00
FT403	Kra'vak Ka'tak class Corvette/Lancer (3)	\$6.00
FT404	Kra'vak Da'tak class Frigate (2)	\$7.00
FT405	Kra'vak Di'tak class Strike Carrier (1)	\$8.00
FT406	Kra'vak Vo'hok class Light Cruiser (1)	\$8.00
FT407	Kra'vak Si'tek class Escort Carrier (1)	\$8.00
FT408	Kra'vak Va'dok class Heavy Cruiser (1)	\$10.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	\$12.00
FT410	Kra'vak Vo'vol class Battleship (1)	\$14.00
FT411	Kra'vak Yu'vak class Battlecruiser (1)	\$16.00
FT412	Kra'vak Yo'vak class Superdreadnought (1)	\$20.00
FT413	Kra'vak Ko'sak class Strike Carrier (1)	\$20.00
FT421	Kra'vak Va'Sa class Heavy Fighters (12)	\$6.00
FT501	NSL Alder class Fighters (12)	\$4.00
FT502	NSL class Scoutship (4)	\$4.00
FT503	NSL Stroschen class Corvette/Lancer (3)	\$6.00
FT504	NSL Elrenhold class Frigate (2)	\$7.00
FT505	NSL Walburg class Destroyer (2)	\$8.00
FT506	NSL Krongrutz class Light Cruiser (1)	\$6.00
FT507	NSL Radeck class Escort Carrier (1)	\$7.00
FT508	NSL Markgraf class Heavy Cruiser (1)	\$10.00
FT509	NSL Maximilian class Battlecruiser (1)	\$12.00
FT510	NSL Von Burgund class Battleship (1)	\$14.00
FT511	NSL Szent Istvan class Battlecruiser (1)	\$16.00
FT512	NSL Von Tegethoff class Superdreadnought (1)	\$20.00
FT513	NSL Der Thuerdauk Fighter Carrier (1)	\$20.00
FT601	FSE Mirage IX class Fighters (12)	\$4.00
FT602	FSE Mistral class Scoutships (4)	\$4.00
FT603	FSE Athena class Corvettes (3)	\$7.00
FT605	FSE San Miguel class Destroyers (2)	\$8.00
FT606	FSE Sulfur class Light Cruiser (1)	\$6.00
FT607	FSE Milan class Escort Carrier (1)	\$7.00
FT608	FSE Jerez class Heavy Cruiser (1)	\$10.00
FT609	FSE Yrpes class Battlecruiser (1)	\$12.00
FT610	FSE Roma class Battleship (1)	\$14.00
FT611	FSE Bonaparte class Battlecruiser (1)	\$16.00
FT612	FSE Fuch class Superdreadnought (1)	\$20.00
FT613	FSE Bologna class Light Carrier (1)	\$20.00
FT614	FSE Jeanne D'Arc Fleet Carrier (1)	\$20.00
FT621	FSE Camerone class Heavy Fighters (12)	\$6.00
FT701	Sa Vasku Drone Fighters (12)	\$4.00
FT702A	Sa Vasku Scout Ships (4)	\$4.00
FT702B	Sa Vasku Scout Ships (4)	\$4.00
FT703	Sa Vasku Battle-Scouts (3)	\$4.00
FT704	Sa Vasku Attackers (2)	\$7.00
FT705	Sa Vasku Destroyers (2)	\$8.00
FT706	Sa Vasku Light Strike Ship (1)	\$7.00
FT707A	Sa Vasku Strike Ship (1)	\$8.00
FT707B	Sa Vasku Strike Ship (1)	\$8.00
FT708	Sa Vasku Dredge Pod Ship (1)	\$10.00
FT710	Sa Vasku Heavy Battlecruiser (1)	\$14.00
FT712	Sa Vasku Dreadnought (1)	\$20.00

Full Thrust Fleet Packs

A balanced fleet suitable to begin gaming.

NAC Fleet Pack	\$35.00
ESU Fleet Pack	\$35.00
NSL Fleet Pack	\$35.00
FSE Fleet Pack	\$35.00
Kra'vak Fleet Pack	\$35.00
Sa Vasku Fleet Pack	\$35.00

Mutant Chronicles

WARZONE 2nd ED MINIATURES RULES

A stunning brand new edition of Warzone, presented in a large box with an amazing 80 exaggerated 25mm multi-piece plastic miniature, 40 from the Bauhaus Mega-corporation, 40 from the Imperial Megacorporation, as they rule on Venus. Also included is a 48 page color background book, 64 page rulebook, 96 page full color army list book covering from the Megacorporations to the Dark Legion, three sheets of counters and templates. The rules are extensive but in reality the concepts are quite simple. Very impressive. \$114.00

Venus: Bauhaus Forces of War

For a thousand years the planet Venus has been visited by war. Venus is the domain of the Bauhaus Corporation and every day they struggle to maintain their hold on this richest world in the solar system. Covers many campaigns, comic strips, background, new rules for jungle and night fighting, new Bauhaus army list, units, counters, templates. \$33

BROTHERHOOD CATHEDRAL

A full color card model of a Brotherhood Cathedral, two new miniatures, the Brotherhood Visionary and the Dark Legion Angel of Mercy; and a 32 page book with 10 scenarios. \$42.50

BAUHAUS BUNKER

Two impressive full color card models. A new miniature, the Bauhaus HMG-85/T with gunner, 32 page book with rules for fighting in and around buildings. \$42.50

IMPERIAL BRIDGEHEAD

An impressive full color card model of a huge steel-girder bridge. Also two new miniatures, Capitol Covert Ops and Imperial Ordnance Officer, 32 page book with rules. \$47.00

CHRONICLES NEW ERA #3

This issue includes a review for Empire Chronopa, Mars Capitol Forces of War, making desert terrain, etc. \$8.00

Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

HEA1201	BROTHERHOOD SERGEANT	\$6.50
HEA1202	BROTHERHOOD HEAVY WEAPON	\$6.50
HEA1203	BROTHERHOOD TROOPERS (2)	\$9.50
HEA1204	ETOILES MORTANT SERGEANT	\$6.50
HEA1205	ETOILES MORTANT HEAVY WEAPON	\$9.50
HEA1206	BROTHERHOOD TROOPERS (2)	\$9.50
HEA1207	DARK LEGION NECROMUTANT	\$6.50
HEA1208	DARK LEGION LEGIONAIRES (2)	\$9.50
HEA5001	CAPITOL TROOPERS (4)	\$17.00
HEA5002	BLOOD BERETS (4)	\$17.00
HEA5003	BAUHAUS HUSSARS (4)	\$17.00
HEA5004	UNDEAD LEGIONAIRES (4)	\$17.00
HEA5005	BLESSED LEGIONAIRES (4)	\$17.00
HEA5006	WOLFbane COMMANDOS (4)	\$17.00
HEA5007	CYBERNETIC CHASSEURS (4)	\$17.00
HEA5008	CAPITOL SPECIAL FORCES (4)	\$17.00
HEA5009	CARTEL SPECIAL AGENTS (4)	\$17.00
HEA5010	UNDEAD LEGIONAIRES (4)	\$17.00
HEA5011	BROTHERHOOD TROOPERS (4)	\$17.00
HEA5012	NECROMUTANTS (4)	\$17.00
HEA5013	ILLIAN TEMPLARS (4)	\$17.00
HEA5014	SCREAMING LEGIONAIRES (4)	\$17.00

HEA5015	BROTHERHOOD ELITE TRPS(4)	\$17.00
HEA5016	HELLFIRE CART WITH CREW	\$17.00
HEA5017	HATAMOTO	\$17.00
HEA5018	ETOILES MORTANT	\$17.00
HEA5019	MARTIAN BANSHES	\$17.00
HEA5020	COMBAT WARHEADS	\$17.00
HEA5021	SUICIDE WARHEADS	\$17.00
HEA5022	MACHINATORS	\$17.00
HEA5023	FURY ELITE GUARD	\$17.00
HEA5024	VENUSIAN RANGERS	\$17.00
HEA5025	KARNOPHAGES	\$17.00
HEA5026	DESTROYER	\$17.00
HEA5027	BAUHAUS DRAGOONS	\$17.00
HEA5028	BAUHAUS BLITZER	\$17.00
HEA5029	TRENCHER REGULARS	\$17.00
HEA5030	MORNING WOLVES	\$17.00
HEA5031	SUNSET STRIKERS	\$17.00
HEA5032	CHASSEURS	\$17.00
HEA5033	ASHIGARU	\$17.00
HEA5034	CYBERNETIC SHOCK TROOPS	\$17.00
HEA5035	ACOLYTES	\$17.00
HEA5036	INITIATES	\$17.00
HEA5037	SACRISTANS	\$17.00
HEA5038	BROTHERHOOD PILGRIMS	\$17.00
HEA5039	CAPITOL DESERT SCORPIONS	\$17.00
HEA5040	MISHIMA CRIMSON DEVILS	\$17.00
HEA5041	LUTHERAN DISCIPLES	\$17.00
HEA5042	SONS OF RASPUTIN SOLDAT	\$17.00
HEA5043	CRESCENTIAN BROTHERHOOD	\$17.00
HEA5044	TEMPLAR HORDE TROOPERS	\$17.00
HEA5045	LUTHERAN FUSILIER TRPS	\$17.00
HEA5046	SONS OF RASPUTIN SHOCK SOLDIERS	\$17.00
HEA5047	CRESCENTIAN LAMENTED	\$17.00
HEA5048	CRESCENTIAN KHAN'S GUARD	\$17.00
HEA5049	TEMPLAR GENDARMES	\$17.00
HEA5050	NORTHERN	\$17.00
HEA5051	JIHAD INFANTRY	\$17.00
HEA5052	MISHIMA: TIGER DRAGONS	\$17.00
HEA5053	BROTHERHOOD ARCH PRIMATES	\$17.00
HEA5054	IMPERIAL WARHOUSES	\$17.00
HEA5055	CYBERNETIC MIRRORMEN	\$17.00
HEA5056	ILIAN CHILDREN OF ILIAN	\$17.00
HEA5057	GOLDEN LIONS IMPERIAL	\$17.00
HEA6001	CARDINAL DOMINIC (1)	\$6.50
HEA6002	NEPHARITE OF ALGEROTH (1)	\$10.00
HEA6003	V PURGUS NEPHARITE OF ALAHAI	\$10.00
HEA6004	RAZIDE (1)	\$10.00
HEA6005	PRETORIAN STALKER #1 (1)	\$7.50
HEA6006	PRETORIAN STALKER #2 (1)	\$7.50
HEA6007	MORTIFICATOR (1)	\$5.50
HEA6008	MORTIFICATOR LEAPING (1)	\$5.50
HEA6009	EZOQHOU (1)	\$25.50
HEA6010	NEPHARITE OF DEMOGONIS #1 Inert	\$10.95
HEA6011	NEPHARITE ALKHAJ	\$14.00
HEA6012	CURATOR	\$5.00
HEA6013	NEPHARITE	\$19.90
HEA6014	ATILLA 1 CUIRASSIER	\$10.00
HEA6015	DEMNOGONIS NEPHARITE	\$10.95
HEA6016	ILLIAN NEPHARITE	\$10.95
HEA6017	SEALION NEPHARITE	\$10.95
HEA6018	ZENTHIAN SOULSLAYERS	\$14.00
HEA6019	RAMS AIR CAVALRY	\$7.50
HEA6020	BROTHERHOOD KEEPER	\$6.50
HEA6021	BROTHERHOOD MYSTIC OF THE ART	\$10.95
HEA6022	IMMACULATE FURY	\$10.95
HEA6023	SEMAI NEPHARITE	\$10.95
HEA6024	CALLISTONIAN INTRUDER	\$14.00
HEA6025	ERADICATOR DEATHROID	\$14.00
HEA6026	UNHOLY CARCASSONNED WITH CREW	\$17.00
HEA6027	DEATH ANGEL	\$17.00
HEA6028	KA-47 GREY	\$15.00
HEA6029	PURPLE SHARK	\$17.00
HEA6030	MERCULIAN	\$17.00
HEA6031	ATILLA VARIANT	\$8.50
HEA6032	ZENTHIAN SLAUGHTERMASTER	\$24.50
HEA6033	SPRAGON OF DEMOGONIS (1)	\$6.50
HEA6034	DEATHBRINGER	\$14.00
HEA6035	SHADOW WALKER (1)	\$5.00
HEA6036	VINCE DIAMOND	\$5.50
HEA6037	CYRIL	\$5.50
HEA6038	G.T. OFFROAD B-52	\$5.00
HEA6039	DRAGONBIKE	\$5.00
HEA6040	PEACOCKS SCOUT BIKE	\$34.00
HEA6041	DARK HUNTSMAN	\$17.00
HEA6042	YOJIMBO	\$6.50
HEA6043	CRENSHAW THE MORTIFICATOR	\$6.50
HEA6044	BIG BOB WATTS	\$6.50
HEA6045	MAX STEINER	\$6.50
HEA6046	BASS APOCALYPT	\$8.50
HEA6047	GOLGEM OF DARKNESS	\$11.00
HEA6048	MITCH ALVINT	\$5.50
HEA6049	TATSU	\$5.50
HEA6050	EDWARD S MURDOCH	\$5.50
HEA6051	EAGNIN MISTIFIER	\$5.50
HEA6052	TEKRON	\$13.75
HEA6053	REAPER OF SOULS # 1	\$7.50
HEA6054	REAPER OF SOULS # 2	\$6.50
HEA6055	CHEMIMAN	\$7.50
HEA6056	WAR MEDIC	\$5.00
HEA6057	RED DIAN	\$5.00
HEA6058	VALENTIN DUVAL	\$5.00
HEA6059	SEAN GALLAGHER	\$5.00
HEA6060	AGENT NICK MICHAELS	\$5.00
HEA6061	BILLY THE HERETIC	\$5.00
HEA6062	FENNIS BIKE	\$22.65
HEA6063	HERETIC (FEMALE)	\$6.60
HEA6064	INOISITOR NICODEMUS	\$5.00
HEA6065	MORTIFICATOR OF DEMOGONIS	\$5.00
HEA6066	MACHINATOR WHVY WPN	\$5.00
HEA6067	WEAPONS PACK # 1	\$6.60
HEA6068	WEAPONS PACK # 2	\$5.50
HEA6069	GOLGOTHA	\$18.00
HEA6070	DEMON HUNTER	\$5.00
HEA6071	SCORPION	\$12.00
HEA6072	TEMA	\$6.50
HEA6073	RAZIDE II	\$10.00
HEA6074	IMMACULATE FURY II	\$10.00
HEA6075	RAGATHOL	\$11.50
HEA6076	STAHLER	\$15.00
HEA6077	BLESSED VESTIAL LAURA	\$5.50
HEA6078	TECHNOMANCER	\$5.00
HEA6079	TECHNOMANCER	\$5.00
HEA6080	JAKE KRAMER (1)	\$5.00
HEA6081	BAUHAUS VENUSIAN NARSHALL mid	\$15.00
HEA6082	LUTHERAN PATRIARCH	\$10.95
HEA6083	TEMPLAR HORDE STANDARD BEARER	\$5.00
HEA6084	SONS OF RASPUTIN ST BEARER	\$5.00
HEA6085	TEMPLAR GENDARMES BESTAL	\$10.00
HEA6086	INFERNAL CORRODER	\$10.00
HEA6087	CARNAL HARVESTER	\$10.50
HEA6088	DARK EDEN RAZIDE #2	\$10.95
HEA6089	BROTHERHOOD CRUCIFIER	\$12.00
HEA6090	PILGRIM EXECUTIONER	\$11.00
HEA6091	DEMNOGONIAN EMULATOR	\$13.00
HEA6092	JAEGER COMMANDO	\$11.00
HEA6093	NECROMUTANT	\$7.50
HEA6094	SOLDAT SCHWIER WAFFE	\$15.00
HEA6095	MISHIMA MEK	\$28.00
HEA6096	DEMNOGONIS CAIRATH	\$18.50
HEA6097	DOOMSDAY PROCLAIMER	\$6.50
HEA6098	INSTRUCTOR # 2	\$6.50
HEA6099	KEEPER OF THE ART # 2	\$6.50
HEA6100	BROTHERHOOD ASSASSIN	\$6.60
HEA6101	NEPHARITE OF DEMOGONIS # 1	\$15.00
HEA8001	CAPITOL CAPTAIN (1)	\$5.50
HEA8002	CAPITOL REGIMENT (1)	\$5.50
HEA8003	CAPITOL TROOPER WHVY WPN	\$5.50
HEA8004	BLOOD BERTS CAPTAIN (1)	\$5.50
HEA8005	BLOOD BERTS SERGEANT (1)	\$5.50
HEA8006	BLOOD BURNING WHVY WPN (1)	\$5.50
HEA8007	BAUHAUS KAPITAN (1)	\$5.50
HEA8008	BAUHAUS HUSSAR SERGEANT	\$5.50
HEA8009	BAUHAUS HUSSAR WHVY WPN	\$5.50
HEA8010	MISHIMI SAMURAI LEADER	\$5.50
HEA8011	MISHIMI SAMURAI HERO	\$5.50
HEA8012	MISHIMI SAMURAI WHVY WPN	\$5.50
HEA8013	WOLFBANE COMMANDO CHIEFTAIN	\$5.50
HEA8014	WOLFBANE COMMANDO HERO	\$5.50
HEA8015	SEA LION HEAVY WEAPON	\$5.50
HEA8016	SEA LION SERGEANT	\$5.50
HEA8017	SEA LION HERO	\$5.50
HEA8018	SEA LION HEAVY WEAPON	\$5.50
HEA8019	FREE MARINE SERGEANT	\$5.50
HEA8020	FREE MARINE	\$5.50

CIT99944	HOUSE GOLIATH GANG	\$20.00
CIT0054	RATSKIN RENEGADES (8)	\$14.00
CIT99583	SCAVVY GANG (8)	\$22.00
CIT97858	ORLOCKYS (6 plastic figures with separate arms)	\$8.00
CIT97840	GOLIATHS (6 plastic figures with separate arms)	\$8.00

NECROMUNDA BLISTERS		
CIT2180	HOUSE ESHER JUVES	\$10.00
CIT96019	BOUNTY HUNTER WITH BOLTGUN	\$10.00
CIT96933	RATSKIN SCOUTS	\$7.50
CIT97046	HOUSE ESHER HEAVY WEAPON	\$7.50

Silent Death

IRO Silent Death: The Next Millennium Deluxe Edition. A stunning new boxed set packed with plastic miniatures, missiles, and all manner of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintegrating high-tech empire in the far future. This boxed set includes 168-page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missiles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, and 24 updated ship designs.

Silent Death The Next Millennium Rulebook The rulebook of the above boxed set, available separately. **\$20.00**

Renegades: The Espan Rebellion A supplement chronicling the Espan Civil War from the first days after its failed coup to the climactic battle high above the Espan capital of Esperanza. **\$16.00**

Silent Death Annex: Operation Dry Dock Since the fall of the Empire, many standard Imperial ship designs have undergone refits. This book has 23 previously unseen ship variants. **\$22.50**

Silent Death The Next Millennium Night Watch Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded protect against the Night Brood, horrors from beyond Terran space. New weapons, technology, 12 scenarios. **\$22.50**

Silent Death Hostile Takeover Pedro Martinez tried to free Espan from the stifling yoke of Kashmere, resulting in war. Has 4 new fighter wings, four new space fighters, 12 new scenarios. **\$19.00**

Silent Death House: Sigurd Archdiocese The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. **\$22.50**

Silent Death Kashmere Commonwealth Reveals the history of the greatest trading house in the galaxy. Seven new Kashmere house ships and two new pirate vessels, scenarios, and campaign. **\$22.50**

Silent Death Rules of Warfare Scheduling tournaments, running leagues, and organizing SD events, cut-out color counters and maps. **\$19.00**

Silent Death Rules of Warfare II Official tournament guidelines, preconstructed fleets, counters, map, refits, etc. **\$19.00**

Silent Death Fighter Tactics Manual Basic fighter maneuvers and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. 3 scenarios, new prices, optional rules, six new fighters. **\$22.00**

Sunrunners Everything there is to know about the last survivors for Bara-Tuul, who after their world was taken over and infested by the Grubs, formed their sunrunners into tough fighters. **\$22.50**

Yoka-Shan Warworlds The Warworlds have as many enemies as they do allies, so they invest heavily in research and development to try to keep an edge, so they have some cool stuff. **\$25.50**

Space Rangers

ICE SPACE RANGERS \$50.00
This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armour normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotba bases.

Star Blazers

VOY STAR BLAZERS
Tactical space combat rules based on the classic animated science fiction series starring Space Battleship Yamato. The rules include many simple cut-out ship counters, but a fine range of starship miniatures are available below. Now you can relight the Gamilon and White Comet Wars of 1999-2001 A.D. Send for the Yamato with its massive Wave Motion Gun and try to crush the evil Gamilon ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules. **\$34.00**

EDF Technical Manual 206 page sourcebook, being a data book that brings together the ships and weapons of all three space powers. EDF, Gamilon Empire and White Comet Empire. 490 illustrations, fleet organization, command structure, mission profiles for ships, etc. **\$48.00**

Star Blazers Miniatures

VOY1001	EDFS Space Battleship Yamato (1)	\$16.00
VOY1002	EDFS SBB Andromeda (1)	\$16.00
VOY1003	EDFS Standard Battleship (1)	\$16.00
VOY1004	EDFS Battleship (1)	\$9.50
VOY2001	GAM 1st-Deck Carrier (1)	\$16.00
VOY2002	GAM Battle Carrier (1)	\$16.00
VOY2003	GAM S-Type Battleship (1)	\$16.00
VOY2004	GAM Desolux Command Ship (1)	\$12.95
VOY2005	GAM Destroyer (6)	\$8.00
VOY2006	GAM Sinite Ship (2)	\$6.50
VOY3001	COM Magia Plane Ship Melarion (1)	\$18.95
VOY3002	COM Battleship (1)	\$16.00
VOY3003	COM Twin Deck Carrier (1)	\$16.00
VOY3004	COM Destroyer (3)	\$9.50

Starsiege Rebellion

AOG Starsiege Rebellion
Based on the hit computer game. The year is 2829. The colonies are in rebellion. To quell this rebellion, the Emperor is forced to strip Earth of her defenses and send them to the colonies. Prometheus, humanities age old enemy, sees this as his opportunity to make the final strike against the humans. As the Terra Defense Force battles the rebels on Mars and the other colonies, Prometheus sends his Cybrid forces to Earth in an attempt to exterminate the human race. The game features fast, single die roll combat resolution, variable combat loads, 29 vehicles from three different factions, experienced troops have a distinct advantage, heaps of historical background. With 96 pale color rules, 18 metal miniatures of 6 types, being 10 heroes and 8 tanks, 4 flopped hills, 29 vehicle data cards, sheet of die-cut counters, data sheets and charts. **Special - \$50.00**

Starsiege Rebellion Miniatures

AOGS2201	Imperial Obsidian Tank (2)	\$10.00
AOGS2202	Imperial Talon Hvt (2 mecha)	\$10.00
AOGS2203	Imperial Minotaur Hvt (2 mecha)	\$10.00
AOGS2219	Imperial Basilisk Hvt (1 huge mecha)	\$13.00
AOGS2210	Cybrid Seeker Hvt (2)	\$10.00
AOGS2212	Cybrid Shepherd Hvt (1)	\$10.00
AOGS2220	Cybrid Vindicator Tank (2)	\$10.00

Star Trek Miniatures

Fine detail figures about 30mm high

LAS25600	Federation Away Team, including Worf (7)	\$35.00
----------	--	---------

Trinity: BattleGround

WHT TRINITY: BATTLEGROUND
A new boxed miniatures wargame from White Wolf, based on the Trinity RPG. It covers the war between the Aberrants and the psions of the Seventh Legion on the deep-space colony of Khatze Lu Ge - the way to save humanity has begun! Fire rains down from the heavens as 22nd Century ships filled with Legionaries drop to the surface of Khatze Lu Ge. These troopers have come to make a last-ditch stand on the outer frontiers of colonised space. Aberrants, hideously deformed super-humans from Earth's past, have begun to enslave the planet's population, but now the Seventh Legion has come to save them. With 20 superbly detailed exaggerated 25mm resin miniatures, 2 foam hills, heaps of light-card buildings, led dice bag, 36-sided dice, measuring sticks, tons of counters, pads of character sheets, cards with game info, introductory and full scale rules, etc. **special price - Price was \$130.00 Now an amazing \$40.00!**

VOR: The Maelstrom

FASA VOR: THE MAELSTROM
The Maelstrom is an unimaginable force that pulls entire worlds - including the near future Earth, into a warped dimension, where it slowly consumes them. The Neo-Soviet and Union power-blocks find themselves suddenly not only at war with each other, but suddenly beset by fierce and bizarre alien races which have also been sucked into the Maelstrom. This is a fast-paced new miniatures game by FASA, with flexible game mechanics that allow both skirmish games and large-scale battles. You can use any miniatures with VOR, includes rules for playing the nine most important races. Has basic army lists. This starter box introduces players to the deadly setting and has everything needed to play. Also plastic templates, etc. 16 30mm scale miniatures are included, a 7cm tall Growler Bull, 3 Growler Horned Ones (4cm tall by 3.5cm wide), 3 Growler Pups, 9 Union Soldiers, Also 5 resin tanks, each 17cm x 8.5cm. **\$100.00**

Growler Force Book The awesome growlers, hulking beasts of pure aggression, creatures feared for their superior physical prowess and unequalled ability to survive in the Maelstrom. **Due October. \$37.00**

Union Force Book The Union is the Earth's high-tech military force. Has race specific campaign rules, new equipment, characters, etc. **Nov. \$37.00**

VOR Miniatures

FASA40101	Growler Razorbuck Onehorn	\$16.00
FASA40201	Union Infantry with Pinball Rifle (2)	\$10.00
FASA40202	Union Infantry with Pinball Rifle (1)	\$7.00
FASA40207	Union Infantry with Pinball Rifle (2)	\$10.00
FASA40301	Zyklie Warrior Close Combat 1	\$8.00
FASA40302	Zyklie Warrior Close Combat 2	\$8.00
FASA40303	Zyklie Warrior Close Combat 3	\$8.00
FASA40304	Zyklie Warrior Ranged 1	\$10.00
FASA40305	Zyklie Warrior Ranged 2	\$10.00
FASA40306	Zyklie Warrior Ranged 3	\$10.00
FASA40405	New-Soviet Rank Troopers w/SMG (2)	\$11.00
FASA40406	New-Soviet Cyclops 1	\$11.00
FASA40407	New-Soviet Cyclops 2	\$11.00
FASA40408	New-Soviet Cyclops 3	\$11.00

Warhammer 40,000

GAM WARHAMMER 40,000 3rd Edition
The all new, completely revised 3rd Edition Warhammer 40,000 is out now! The easiest way to explain the revisions, is that Warhammer 40,000 is no longer a skirmish (scaled) level game, with 2,000 point Space Marine armies, having only around 20 figures and a couple of vehicles. The new rules play a lot quicker and smoother, allowing much bigger armies. This is done by streamlining the game system in many ways: movement rules have been generalised; overwatch has been scrapped; each race instead has its own unique warfare list instead of cards; powerful characters are toned down considerably; veteran psyker can perform one psychic power in your turn but can roll under his leadership (so psykers don't dominate the game anymore either - about time); vehicles are easier to destroy; points costs should be about half what they were before; army lists are completely different now. Other rules have also been streamlined, such as shooting, taking wounds, penetrating armor, saving throws, hand-to-hand combat, and units breaking. There are modifiers to break tests such as -4 if outnumbered 4 to 1. Units break a lot faster than before. And no more sustained fire dice, heavy weapons may fire from 1 to 3 times, depending on the weapon. The game comes with a 288 page rulebook, which includes army lists for Space Marines, Dark Eldar, Tyranid Hive Fleets, Eldar Craftworlds, Chaos Space Marines, Imperial Guard, Orks, Sisters of Battle, and Hordes of the Imperium. These army lists are complete, but don't have any special characters. Over the next couple of years, Games Workshop will re-release up to 32 Codex Army List books, which will include the special characters. The game includes a new plastic landspeeder, 10 space marines with separate arms, weapons, heads, 20 dark eldar with separate arms, weapons, heads, 2 buildings, several palm trees, thick transparent plastic weapon templates, 288 page rulebook. **\$119.95**

Warhammer 40,000 3rd Ed Limited Edition Rulebook: Games Workshop are also printing a one-off, limited edition 3rd Ed rulebook, the same as in the game, but with a slipcase cover - 288 pages. **\$63.00**

Warhammer 40,000 Novels

First & Only in the Chaos-infested Sabbat system. Commissar Ibrax Gaunt must lead his men through as much fighting amongst rival legions against the forces of Chaos. A magnificent epic of the planetary conquest, grand ambition, treachery and honor. **\$11.50**
Into the Maelstrom An anthology of the very best Warhammer 40,000 short stories - a dozen all-action adventures storming, all guns blazing, all from the pages of Inferno Magazine. **Due Oct. \$11.50**
Eye of Terror More details later. **Due Nov. \$11.50**

Warhammer 40,000 3rd Edition Codex Books

Codex Space Marines You must have this codex to use Space Marines, who are humanity's ultimate warriors, dedicated to the defense of the Emperor and the Imperium of Man. Has the complete Space Marine army list, as well as a comprehensive list of all Space Marine wargear, weapons, and vehicles. Also a few special characters, 16 full color pages showing painting schemes of different Chapters, & a new scenario. **\$18.00**

Codex Blood Angels Full army lists for the Blood Angels, with special rules governing their bloodthirsty Black Rage and Red Thirst, the Death company, wargear, their thoughts and vehicles, special characters, painting guide, and a new scenario. **\$11.00**

Codex Chaos Space Marines Complete army lists, including chaos lords, daemon, greater daemons such as the Bloodthirster, Chaos Terminators, the new Obliterators, Plague Marines, daemon packs and beasts. Noise Marines, also Chaos Wargear, Gifts, characters. **\$18.00**

Codex Dark Eldar The cruel, twisted Dark Eldar are piratical raiders who strike without warning, killing or enslaving all who stand in their way. Has the complete Dark Eldar army list as well as a comprehensive list of all of their wargear, weapons, vehicles, special characters, 16 full color pages showing different painting schemes, and a new scenario. **\$18.00**

Codex Dark Angels The stubborn warriors of the Dark Angel Marine Chapter are held in awe throughout the galaxy, but have a secret vendetta. Army list, painting guides, special characters, etc. **\$11.00**

Codex Orks These green skinned barbarians with a serious attitude problem, now tougher than before. With complete army lists including vehicles (they can even use one Space Marine vehicle!), 16 full color page hobby section, special characters, wargear, etc. **\$18.00**

Codex Eldar A full army list for the Eldar of the craftworlds, which are massive drifting starships that are home to the survivors of a race that once ruled the universe, including their war machines, Aspect Warriors, Exarchs, Warlord, Farseer, etc. Full color painting guide, special characters, wargear for troops, upgrades for vehicles, and background information. **\$18.00**

Codex Assassins Actually, this is White Dwarf Magazine # 236, which includes for free the Codex Assassins. Gives rules and background for the four major types of Imperial Assassins: Evensor, Callidus, Vindicator and

Culexus. Also photographs, painting guide, new mission, other ideas. **\$8.00**

Army Builder A computer assisted army list builder. You type in your units details, and from there on, changing the army list is as simple as clicking on your mouse. Can be used with WF, 40K, WAB, Clan War, Warzone, etc. **IBM Requires: Pen 50, 8mb RAM, Windows 95, SVGA 800x600. \$65.00**

Inquisitor Magazine 15, 16, 17 **\$7.50 each**
Inquisitor Magazine 18 includes Warhammer 40,000 3rd Ed playtest rules for Super Heavy Tanks and Titans, including stats, weapons and rules for those used by Imperial, Tyranid, Eldar, Ork and Chaos (covering all the resin kits previously produced by Ammorcast. Also has Warhammer 40,000 2nd Edition Harlequin army list, including characters. **\$11.00**

HOW TO MAKE WARGAMES TERRAIN Nothing looks better than a gaming table crammed with exciting scenery. This book shows you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and cratered battlefields of the far future. Highly recommended. For Warhammer Fantasy & 40K. **\$30.00**

1999 Games Workshop Calendar Great GW art **\$9.00**

Warhammer 40,000 Miniatures

40K 3rd Ed Terrain & Accessories

Gothic Ruins Building 'A' The same as come in the game. **\$7.00**
Gothic Ruins Building 'B' The same as come in the game. **\$7.00**
Jungle Trees The same as come in the game. **\$7.00**
Weapon Templates The same transparent, plastic templates that come in the game. **\$7.00**

40K Boxed Armies

CIT97447	SPACE MARINE BATTLE FORCE SET	\$110.00
CIT97448	Contains 1 ten man Terminator Squad, a five man Terminator Squad, three Space Marine Bikes, a Land Speeder, & Gothic Ruins. All are plastic.	
CIT97449	DARK ELDER BATTLE FORCE SET	\$110.00
CIT97450	All plastic components include 20 Dark Eldar Warriors, 5 Reaper Jezziks, the insignificant Raider Skimmer vehicle, Jungle Trees.	
CIT97451	BLOOD ANGELS SPACE MARINE ARMY	\$280.00
CIT97452	2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines	
CIT97453	SPACE ORK ARMY	\$300.00
CIT97454	1000 point army - Glazghkull, Makari, Runtlerd, Shokk Attack Gun, Golf Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Corps, Blood Axe Kommandos, Gretchin Mob, Splatta Kommando, Dreadnought, Snottling Horn.	
CIT97455	ELDER ARMY	\$310.00
CIT97456	2000 point army - Eldrad Ulthran, Asmuren, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.	
CIT97457	ELDS13 SPACE WOLVES ARMY	\$290.00
CIT97458	2000 point army - Ragnar Blackmane, Ulrik the Slayer, Njal Stormcaller, Wolfguard Champion, Bjorn the Fell-Handed Dreadnought, Blood Claws Pack (10), Grey Hunter Pack (10), Long Fangs Pack (5), Space Wolf Scouts (5), Space Wolves Force List, Space Wolf Transfers, Space Wolves Banners.	
CIT97459	IMPERIAL FISTS SUPREMACY FORCE	\$189.00
CIT97460	Squad of 5 Terminators, Tactical Squad of 10 Space Marines, 5 Space Marines on Bikes, Librarian, Chaplain and Captain.	
CIT97461	CHAOS SPACE MARINE ARMY	\$230.00
CIT97462	WARRIORS OF REDEMPTION	\$150.00

NECRON RAIDERS		
CIT97817	NECRON RAIDERS BOXED SET (7)	\$36.00
CIT97818	NECRON SUPPORT WEAPON	\$13.50
CIT97819	NECRON LEADER (1)	\$11.00
CIT97820	NECRON RAIDERS (2)	\$17.50
CIT97821	NECRON SCARABS (4)	\$13.50
CIT97822	NECRON IMMORTAL (1)	\$11.00

SPACE MARINE VEHICLES

CIT96800	SPACE MARINE RAZORBACK TANK	\$49.50
CIT97253	SPACE MARINE LANDSPEEDER New Plastic Kit.	\$36.00
CIT97085	SPACE MARINE LANDSPEEDER TORNOADO	\$49.50
CIT97271	RAZORBACK (1)	\$49.50
CIT99699	SPACE MARINE LAND SPEEDER (1) Old Version	\$63.00
CIT99926	WHIRLWIND (1)	\$50.00
CIT99934	SPACE MARINE DREADNOUGHT (1)	\$63.50
CIT99109	NEW PLASTIC KIT (1)	\$49.00
CIT99125	SPACE MARINE ANNIHILATOR (1)	\$49.00
CIT98350	SPACE MARINE BIKE (1)	\$16.00
CIT96933	RHINO PLASTIC KIT (1)	\$36.00
CIT99124	SPACE MARINE BIKE SQUADRON (3)	\$54.00
CIT98064	SPACE MARINE ATTACK BIKE (1)	\$36.00
CIT97211	SPACE MARINE VINDICATOR PLASTIC KIT	\$49.50

SPACE MARINE BOXED SETS

CIT97350	SPACE MARINE TACTICAL SQUAD (10)	\$31.50
CIT97239	SPACE MARINE DEVASTATORS (5)	\$40.00
CIT97160	The all new plastic bodied, metal weapon. Space Marine Devastators. Include Heavy Bolter, Plasma Gun, Missile Launcher, Lascannon and Sergeant.	
CIT97246	SPACE MARINE ASSAULT SQUAD (5 plastic + jumpack)	\$27.00
CIT97247	SPACE MARINE COMBAT SQUAD (5 plastic figures)	\$16.00
CIT0170	IMPERIAL FIREBASE (BUILDING)	\$36.00
CIT0171	IMPERIAL BASTION (BUILDING)	\$36.00
CIT97233	IMPERIAL BATTLE BUNKER (BUILDING)	\$38.00
CIT98340	INDUSTRIAL BATTLEZONE (Buildings - huge!)	\$63.00
CIT99322	SPACE MARINE CHAPLAIN ON BIKE	\$22.50
CIT98675	SPACE MARINE SCOUTS (5)	\$30.00
CIT98514	SPACE MARINE STRIKE FORCE	\$285.00
CIT97211	Includes a 2,000 point strike force with 1 Tactical Squad, 1 Devastator Squad, 1 Terminator Squad, 1 Scout Squad, 1 Dreadnought, 1 Warriors of the Imperium boxed set, 1 Space Marine Captain, 1 Space Marine Librarian, Chaplain, Technmarine, booklet, and transfers and banners.	

SPACE MARINE LEGION OF THE DAMNED

CIT97647	LEGION OF THE DAMNED SQUAD (10)	\$49.50
CIT97540	LEGION OF THE DAMNED TROOPERS (2)	\$13.50
CIT97543	LEGION OF THE DAMNED SERGEANT (1)	\$11.00
CIT97544	LEGION OF THE DAMNED SPECIAL WEAPON (1)	\$11.00
CIT97549	LEGION OF THE DAMNED HEAVY WEAPON (1)	\$11.00

SPACE MARINES

CIT97045	SPACE MARINE DEVASTATOR W/HEAVY BOLTER	\$11.00
CIT97046	SPACE MARINE DEVASTATOR W/LASCANNON	\$11.00
CIT97047	SPACE MARINE DEVASTATOR W/PLASMA CANNON	\$11.00
CIT98894	SPACE MARINE DEVASTATOR WITH MISSILE LNCRH	\$11.00
CIT97215	SPACE MARINE VETERAN SERGEANT (1) New	\$11.00
CIT96029	SPACE MARINE SCOUT VET SERGEANT NAAMAN	\$16.00
CIT97208	SPACE MARINE SCOUTS WITH BOLTERS (2) New	\$12.50
CIT97209	SPACE MARINE SCOUTS WITH SHOT GUNS (2) New	\$12.50
CIT97022	SPACE MARINE SCOUTS WITH SNIPER RIFLE (2)	\$12.50
CIT97021	SPACE MARINE DEVASTATOR	\$11.00
CIT99910	LEXICANIUM LIBRARIAN (1)	\$11.00
CIT99911	CAPTAIN WITH TERMINATOR HONORS (1)	\$11.00
CIT97275	SPACE MARINE VETERAN SERGEANT (1)	\$11.00
CIT99899	SPACE MARINE APOTHECARY (1)	\$11.00
CIT98083	CODICER LIBRARIAN (1)	\$11.00
CIT99898	COMBAT STANQUO BEARER (1)	\$11.00
CIT99844	EPISTOLARY LIBRARIAN (1)	\$11.00
CIT97018	SPACE MARINE CHAPLAIN (1)	\$11.00
CIT97025	SPACE MARINE SPECIAL WEAPONS (1)	\$11.00
CIT99991	TACTICAL SPACE MARINES (5)	\$12.50
CIT99864	VETERAN CAPTAIN (1)	\$11.00
CIT98104	SPACE MARINE SCOUT SERGEANT	\$11.00
CIT98111	SPACE MARINE SCOUT WITH HEAVY BOLTER	\$11.00
CIT98108	SPACE MARINE SCOUT (3)	\$13.50
CIT99898	TECHMARINE (1)	\$11.00
CIT98024	SPACE MARINE WITH MELTAGUN (2)	\$16.00
CIT98025	SPACE MARINE WITH PLASMAGUN (2)	\$16.00

SPACE MARINE TERMINATOR BOXED SET

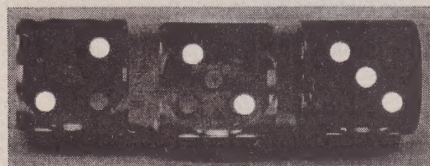
CIT99281	SPACE MARINE PLASTIC TERMINATORS (5)	\$40.00
----------	--------------------------------------	---------

TERMINATORS

||
||
||

CT998715	TERMINATOR LIBRARIAN (1)	\$13.50
CT998708	CYCLONE TERMINATOR (1)	\$16.00
CT998692	THUNDERHAMMER TERMINATOR (1)	\$13.50
CT972722	TERMINATOR CAPTAIN (1)	\$16.00
SPACE WOLVES BOXED SETS		
CT999972	SPACE WOLF DREADNOUGHT (1)	\$63.00
CT999986	LONG FANGS SQUAD (5)	\$49.00
SPACE WOLVES		
CT999920	SPACE WOLF TRANSFERS	\$12.50
CT999916	SPACE WOLF SCOUT SERGEANT (1)	\$11.00
CT999915	SPACE WOLF DANNERS (1)	\$11.00
CT999912	RAGNAR BLACKMANE (1)	\$14.50
CT999910	PRIEST ULRICK THE SLAYER (1)	\$16.00
CT999909	WOLF GUARD IN POWER ARMOR (1)	\$11.00
CT999908	NIAL STORMCALLER (1)	\$13.50
CT999904	IRON PRIEST (1)	\$13.50
CT999936	LONG FANGS (1)	\$11.00
CT999903	WOLF GUARD TERMINATOR (1)	\$13.50
CT999885	WOLF GUARD CYCLONE TERMINATOR (1)	\$16.00
DARK ANGEL BOXED SETS		
CT999881	RAVENING BIKE SQUADRON (3 bikes & riders)	\$54.00
CT999865	DARK ANGELS DREADNOUGHT (1)	\$63.00
CT999829	MASTER OF THE RAVENING (Landscape)	\$40.00
DARK ANGELS		
CT999919	DARK ANGEL TRANSFERS	\$12.50
CT999922	DARK ANGEL MARINES (2)	\$12.50
CT999913	AZRAEL AND HELMET BEARER (2)	\$22.50
CT999906	ASMODEUS DARK ANGEL CHAPLAIN (1)	\$11.00
CT999900	EZRIEL DARK ANGEL LIBRARIAN (1)	\$16.00
CT999883	BETHOR DARK ANGEL STANDARD BEARER (1)	\$16.00
CT999864	DARK ANGEL CAPTAIN (1)	\$16.00
CT999878	DEATHWING CYCLONE TERMINATOR (1)	\$11.00
BLOOD ANGEL BOXED SETS		
CT999915	BLOOD ANGELS BAAL PREDATOR KIT	\$49.50
CT999912	BLOOD ANGELS DEATH COMPANY (5)	\$31.50
CT999989	BLOOD ANGEL DREADNOUGHT (1)	\$63.00
CT999991	BLOOD ANGEL HONOR GUARD (5 with Jump Packs)	\$49.50
BLOOD ANGELS		
CT999913	BLOOD ANGEL TRANSFERS	\$12.50
CT999919	BLOOD ANGEL BANNERS	\$12.50
CT999943	APOTHECARY CORBULO (1)	\$16.00
CT999869	MEPHISTO LORD OF DEATH (1)	\$16.00
CT999852	COMMANDER DANTE (1)	\$16.00
CT999845	CAPTAIN TYCHO (1)	\$16.00
CT999830	BLOOD ANGELS CAPTAIN (1)	\$11.00
CT999808	DEATH COMPANY BLOOD ANGELS	\$12.50
CT999804	DEATH COMPANY CHAPLAIN (1)	\$11.00
CT999752	BLOOD ANGEL CHAPLAIN LEMARTES (1)	\$16.00
CT999758	BLOOD ANGEL DEATH COMPANY (2)	\$12.50
ALL CHAPTERS MARINE BOXED SETS		
CT997498	SPACE MARINE COMMAND SQUAD (5)	\$49.50
ULTRA MARINE BLISTERS		
CT999918	ULTRAMARINE BANNERS	\$12.50
CT999975	MARNEUS CALGAR (1)	\$16.00
CT999982	TIGURUS (1)	\$16.00
CT999909	ULTRAMARINE COMPANY TRANSFERS	\$12.50
CT999970	ULTRAMARINE TRANSFERS	\$12.50
CT999926	ULTRAMARINE CAPTAIN	\$9.00
CT999925	ULTRAMARINE CHARACTER BANNERS	\$12.50
SISTERS OF BATTLE		
CT998488	IMMOLATOR TANK	\$49.00
CT999024	SISTERS OF BATTLE SQUAD (6)	\$36.00
CT998788	SISTERS OF SERAPHIM SQUAD (5)	\$45.00
CT998051	FRATERIS MILITIA (4)	\$13.50
CT998760	IMPERIAL PREACHER (1)	\$11.00
CT998707	URIAH JACOBSON (1)	\$11.00
CT998784	SERAPHIM SISTER SUPERIOR (1)	\$11.00
CT998791	SERAPHIM SISTER FLAMERS (1)	\$11.00
CT998707	SERAPHIM BATTLE SISTER (1)	\$11.00
CT998114	BATTLE SISTER WITH MULTI-MELTA (1)	\$11.00
CT998121	BATTLE SISTER ICON BEARER (1)	\$11.00
CT998130	BATTLE SISTER WITH FLAMER (1)	\$11.00
CT998145	BATTLE SISTER SUPERIOR (1)	\$11.00
CT998152	BATTLE SISTERS (1)	\$11.00
CT998214	SISTERS OF BATTLE T-SHIRT	\$13.50
CT998494	IMPERIAL MISSIONARY (1)	\$11.00
CT998900	KYRINOV - IMPERIAL CONFESSOR (1)	\$16.00
CT998924	SISTERS DECALS & BANNERS	\$12.50
CT998731	BATTLE SISTER CANONESS (1)	\$11.00
CT998486	BATTLE SISTER WITH MELTAVIN (1)	\$11.00
CT998755	BATTLE SISTER WITH HEAVY FLAMER (1)	\$11.00
CT998762	BATTLE SISTER WITH HEAVY BOLTER (1)	\$11.00
CHAOS SPACE MARINE BOXED SETS		
CT998732	CHAOS SPACE MARINE SQUAD (5 plastic figures)	\$16.00
CT998667	CHAOS SPACE MARINE BIKER	\$16.00
CT998674	CHAOS DOOMRIDER (MARINE ON BIKE)	\$22.50
CT998645	CHAOS SPACE MARINE BIKER SQUAD (3)	\$54.00
CT998638	CHAOS SPACE MARINE PREDATOR	\$49.50
CT998622	CHAOS SPACE MARINE RHINO	\$16.00
CT998520	KHORNE BERSERKERS (12)	\$31.50
CT998502	CHAOS SPACE MARINE RAPTORS (5)	\$49.50
CT999958	CHAOS JUGGERNAUT OF KHORNE (1)	\$36.00
CT999974	CHAOS SPACE MARINE TERMINATORS (5)	\$63.00
CT999976	CHAOS DREADNOUGHT (1)	\$63.00
CT999970	CHAOS SPACE MARINE SQUAD (7)	\$45.00
CT999408	GREATER DEMON OF NURGLE (1)	\$49.50
CT998666	CHAOS SPACE MARINE PLASTIC (5)	\$13.50
CT998677	NURGLE PLAGUE MARINES (5)	\$16.00
CT998672	CHAOS KHORNE BERSERKERS (5)	\$16.00
CT998650	GREATER DAEMON OF ZEINTCH	\$63.00
CT998779	GREATER DAEMON OF KHORNE	\$63.00
CT998718	GREATER DAEMON OF SLAANESH	\$63.00
CT998738	FABULOUS BIKER & BODYGUARD (6)	\$45.00
CHAOS SPACE MARINES		
CT997028	CHAOS SPACE MARINE LORD	\$16.00
CT997027	CYPHER (1)	\$16.00
CT997086	CHAOS SPACE MARINE RAPTOR (1)	\$11.00
CT997089	CHAOS SPACE MARINE RAPTOR W/ ASSAULT WEAPON	\$11.00
CT997059	CHAOS SPACE MARINE OBLITERATOR (1)	\$11.00
CT998391	CHAOS SPACE MARINE CHAMPION (1)	\$11.00
CT998599	CHAOS SPACE MARINE WITH PLASMA GUN (1)	\$9.00
CT998579	CHAOS SPACE MARINES	\$12.50
CT998699	ABADDON THE DESPOILER (1)	\$22.50
CT998704	CHAOS PLAGUE MARINES (1)	\$14.50
CT998548	CHAOS PLAGUE MARINE W/SPECIAL WEAPON (1)	\$11.00
CT998104	CHAOS PLAGUE MARINE CHAMPION (1)	\$11.00
CT998111	CHAOS SPACE MARINE TERMINATOR (1)	\$13.50
CT998517	CHAOS TERMINATOR WITH REAPER AUTOCANNON	\$13.50
CT998463	CHAOS TERMINATOR CHAMPION	\$13.50
CT998494	CHAOS SPACE MARINE WITH HEAVY WEAPON (1)	\$11.00
CT998487	CHAOS SPACE MARINE SORCERER (1)	\$13.50
CT998470	KHARN THE BETRAYER (1)	\$16.00
CT998456	ABRIMAN CHAOS SPACE MARINE SORCERER (1)	\$16.00
CT998473	CHAOS KHORNE BERSERKER CHAMPIONS (1)	\$11.00
CT998424	CHAOS MARINE KHORNE ICON (1)	\$9.00
CT998323	CHAOS NURGLINGS (9)	\$11.00
CT998076	BLOODLETTERS (new) (1)	\$11.00
CT998258	CHAOS TRUE MARINE PL CON (1)	\$9.00
CT998395	NOISE MARINE WITH SONIC BLASTER (1)	\$11.00
CT998388	NOISE MARINE WITH BLASTMASTER (1)	\$11.00
CT998371	NOISE MARINE WITH DOOM SIREN (1)	\$11.00
CT998319	CHAOS MARINE WITH KHORNE ICON (1)	\$11.00
CT998082	CHAOS MARINE WITH HEAVY BOLTER (1)	\$11.00
CT998603	CHAOS TRANSFERS NEW	\$11.00
CT998401	CHAOS SPACE MARINE VETERANS	\$16.00
SPACE ORK BOXED SETS		
CT996791	SPACE ORK ARD BOYZ (8 armored orks)	\$31.50
CT996950	SPACE ORK DREADNOUGHT	\$63.00
CT996906	SPACE ORK BATTLE FORCE	\$112.00
Has To Ork		
CT996981	SPACE ORK STORMBOYZ (8) with JETPACKS	\$31.50
CT996981	SPACE ORK NOBZ (5 metal figures)	\$49.50
CT996998	SPACE ORK BOYZ (16 new plastic figures)	\$49.50
CT996936	ORK STORMBOYZ (5)	\$49.50
CT996801	ORK WARBIKE (1)	\$16.00
CT996773	ORK W/ BUCGY (1)	\$30.00
CT997567	ORK SCORCHER (1)	\$36.00
CT998420	ORK WAR TRUKK WITH TWO CREW	\$31.50

Precision Tournament Dice I don't know about you, but the dice I use in my games of DBM, especially during DBM tournaments, of which I play in around four a year, drive me absolutely batty. So here we offer Precision Backgammon Dice, which are "perfectly balanced" dice that require an extensive and expensive process to make. The result is dice that will give consistently balanced results. **\$10.00 per dice (1)**



Precision Dice - actual size

Dice Bags

Small Felt Pouch Colors are Dark Blue, Orange, Tan, Cranberry. If we don't have the color you specify, another will be supplied at random. **\$3.00**
Large Felt Pouch Colors are White, Green, Lt Blue, Lt Tan. If we don't have the color you specify, another will be supplied at random. **\$6.00**

Wargames Accessories

ARM Hex Pad

Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. **\$3.00**

Miniatures Accessories

FIS31-560 Sawframe with Fine Blade

A top quality sawframe with fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. **\$22.50** Blades **\$5.00** per pack

ARM17018BL Grip Art Knife with Black Handle

A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. **\$6.00**

ARMP-556/5 Dual Helping Hand with Magnifier

A great aid to painting miniatures. This is an extra pair of hands. It includes a sturdy, weighted base with two adjustable grips for holding any miniature or part, and an adjustable magnifying glass 65mm in diameter, so that you can paint those tiny details without going blind, while the grips hold the figure motionless. No more shaky hands. **\$31.95**

WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm)

Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DBM and the like, or a single fantasy or sci-fi figure. If the don't x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **\$8.00**

JED Thick Figure-Basing Cardboard We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) **\$3.50**

MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement. It can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

Milliput Standard

\$8.95

Milliput Super Fine

\$15.95

FIGURE CASES

CHX2852 40 Compartments (1 Pre-Cut foam insert) **\$45.00**

Various compartment sizes, for large figures.

CIT990917 CITADEL FIGURE CASE DOUBLED SIDED **\$54.00**

CITADEL ACCESSORIES

CIT970926	BARBED WIRE	\$19.00
CIT930155	Liquid POLY CEMENT	\$6.00
CIT922630	STATIC GRASS GREEN MODELLING FLOCK	\$7.50
CIT990948	GRASS GREEN MODELLING FLOCK	\$7.50
CIT990931	MODELLING SAND	\$7.50
Fine sand a light buff color - good stuff		
CIT990924	MODELLING GRAVEL	\$7.50
Course ocre/brown color pebbles. Great for small rocks		
CIT987542	METAL CLIPPERS	\$12.00
Sharp, powerful clippers, perfect for white metal figs.		
CIT987535	CITADEL FINE FILES (2)	\$9.00
CIT990903	PIN VICE AND DRILLS	\$14.50
CIT420350	TAPE MEASURE	\$12.50
CIT420360	MODELLING KNIFE	\$9.00

CITADEL PLASTIC BASES

CIT991112	20MM SMALL FANTASY BASES	\$5.50
CIT991167	25MM LARGE FANTASY BASES	\$5.50
CIT991143	40MM MONSTER BASES	\$5.50
CIT42487	50MM NEW FANTASY MONSTER BASES (4)	\$4.75
CIT991150	CAVALRY BASES	\$5.50
CIT991136	FLYING BASES	\$4.50
CIT841974	EPIC BASES	\$4.75
CIT991129	WARHAMMER 40K ROUND BASES	\$4.50

CITADEL DICE

CIT991051 WARHAMMER ARTILLERY DICE **\$5.40**

CITADEL PAINTING GUIDES

GAM971831 CITADEL MINIATURES 1999 ANNUAL **\$18.00**
GAM985753 Collecting & Painting Wargames Armies
 56 page full color book by Games Workshop on collecting Warhammer Fantasy or Warhammer 40,000 armies, including a section on how to paint and base them. **\$31.50**

CITADEL PAINT

PAINTS

CIT977028 WARHAMMER 40,000 PAINT SET **\$31.50**

CIT977727	WARHAMMER FANTASY PAINT SET	\$31.50
CIT978159	BESTIAL BROWN PRIMER	\$9.00
CIT978366	BUBONIC BROWN PRIMER	\$9.00
CIT985807	BOLTGUN METAL PRIMER	\$10.95
CIT985791	GOBLIN GREEN PRIMER	\$10.95
CIT47292	SCAB RED	\$3.15
CIT47293	RED GORE	\$3.15
CIT47294	BLOOD RED	\$3.15
CIT47295	BLAZING ORANGE	\$3.15
CIT47296	FIERY ORANGE	\$3.15
CIT47297	GOLDEN YELLOW	\$3.15
CIT47298	SUNBURST YELLOW	\$3.15
CIT47299	BADMOON YELLOW	\$3.15
CIT47300	SCORCHED BROWN	\$3.15
CIT47301	BESTIAL BROWN	\$3.15
CIT47302	SNAKEBITE LEATHER	\$3.15
CIT47303	BUBONIC BROWN	\$3.15
CIT47304	VOMIT BROWN	\$3.15
CIT47305	BLEACHED BONE	\$3.15
CIT47306	DARK FLESH	\$3.15
CIT47307	VERMIN FUR	\$3.15
CIT47308	LEPROUS BROWN	\$3.15
CIT47309	DWARF FLESH	\$3.15
CIT47310	BRONZED FLESH	\$3.15
CIT47311	ELF FLESH	\$3.15
CIT47312	PALID FLESH	\$3.15
CIT47313	NAUSEATING BLUE	\$3.15
CIT47314	IMPERIAL PURPLE	\$3.15
CIT47315	LICHE PURPLE	\$3.15
CIT47316	WARLOCK PURPLE	\$3.15
CIT47317	TENTACLE PINK	\$3.15
CIT47318	MIDNIGHT BLUE	\$3.15
CIT47319	STORM BLUE	\$3.15
CIT47320	REGAL BLUE	\$3.15
CIT47321	ULTRAMARINES BLUE	\$3.15
CIT47322	ENCHANTED BLUE	\$3.15
CIT47323	LIGHTNING BLUE	\$3.15
CIT47324	ICE BLUE	\$3.15
CIT47325	HAWK TURQUOISE	\$3.15
CIT47326	DARK ANGELS GREEN	\$3.15
CIT47327	SNOT GREEN	\$3.15
CIT47328	SCORPION GREEN	\$3.15
CIT47329	BILLIOUS GREEN	\$3.15
CIT47330	GOBLIN GREEN	\$3.15
CIT47331	ROTATING FLESH	\$3.15
CIT47332	CAMO GREEN	\$3.15
CIT47333	SCALY GREEN	\$3.15
CIT47334	JADE GREEN	\$3.15
CIT47335	VE GREEN	\$3.15
CIT47336	SHADOW GREY	\$3.15
CIT47337	SPACE WOLVES GREY	\$3.15
CIT47338	GHOSTLY GREY	\$3.15
CIT47339	CHAR BLACK	\$3.15
CIT47340	CODER GREY	\$3.15
CIT47341	FORTRESS GREY	\$3.15
CIT47342	SKULL WHITE	\$3.15
CIT47346	SMELLY PRIMER	\$3.15

METALLICS

CIT47343	MITHRIL SILVER	\$4.50
CIT47344	CRYSMAL	\$4.50
CIT47345	BOLTGUN METAL	\$4.50
CIT47346	TIN BITZ	\$4.50
CIT47347	BEATEN COPPER	\$4.50
CIT47348	DWARF BRONZE	\$4.50
CIT47349	BRAZEN BRASS	\$4.50
CIT47350	BURNISHED GOLD	\$4.50
CIT47351	SHINING GOLD	\$4.50

WASHES AND GLAZES

CIT47352	RED INK	\$3.15
CIT47353	MAGENTA INK	\$3.15
CIT47354	ORANGE INK	\$3.15
CIT47355	YELLOW INK	\$3.15
CIT47356	BROWN INK	\$3.15
CIT47357	CHESTNUT INK	\$3.15
CIT47358	PURPLE INK	\$3.15
CIT47359	BLUE INK	\$3.15
CIT47360	SKY BLUE INK	\$3.15
CIT47361	GREEN INK	\$3.15
CIT47362	DARK GREEN INK	\$3.15
CIT47363	BLACK INK	\$3.15
CIT47364	FLESH WASH	\$3.15
CIT47365	VARNISH	\$3.15

CITADEL PAINT BRUSHES

CIT83806	FINE DETAIL BRUSH	\$6.75
CIT83881	SMALL DRYBRUSH	\$7.50
CIT83882	STANDARD BRUSH	\$6.00
CIT83883	DETAIL BRUSH	\$7.00
CIT83885	LARGE DRYBRUSH	\$7.50
CIT83886	BASECOAT BRUSH	\$6.00
CIT83887	PAINT BRUSH SET	\$16.00
CIT83888	LARGE BRUSH	\$7.50

CITADEL SPRAY PAINTS

CIT967344	DARK ANGEL GREEN SPRAY	\$12.00
FRA424/10/0	BLEACHED BONE SPRAY	\$12.00
CIT9093	CLEAR VARNISH SPRAY	\$15.50
CIT972333	SKULL WHITE SPRAY	\$15.00
CIT972326	CHAOS BLACK SPRAY	\$15.00

Note: Spray cans cannot be sent to you via the mail, nor via Ansett. They can only be sent via door-to-door courier, so if you want to order any cans of spray paint, you must give us a daytime address that our courier company can deliver to.

Ral Partha

ACCESSORIES

RAL77726	SPRAY CLEAR MATTE SEALER	\$9.00
RAL77729	SPONGE APPLICATOR BRUSHES	\$2.50

INDIVIDUAL POTTS 25ml

RAL77701	GOLD METALLIC	\$3.15
RAL77702	SILVER METALLIC	\$3.15
RAL77703	BROWN METALLIC	\$3.15
RAL77704	STEEL	\$3.15
RAL77705	FLESH	\$3.15
RAL77706	WHITE	\$3.15
RAL77707	GREY	\$3.15
RAL77708	BLACK	\$3.15
RAL77709	SHAMROCK GREEN	\$3.15
RAL77710	FOREST GREEN	\$3.15
RAL77711	DUN	\$3.15
RAL77712	LEATHER	\$3.15
RAL77713	RED BROWN	\$3.15
RAL77714	DARK BROWN	\$3.15
RAL77715	IVORY	\$3.15
RAL77716	YELLOW	\$3.15
RAL77717	ORANGE	\$3.15
RAL77718	RED	\$3.15
RAL77719	SKY BLUE	\$3.15
RAL77720	TRUE BLUE	\$3.15
RAL77721	DARK BLUE	\$3.15
RAL77722	COPPER METALLIC	\$3.15
RAL77723	PURPLE	\$3.15

RAL77501	PLATINUM	\$3.15
RAL77502	AGED METAL	\$3.15
RAL77503	COLD WHITE	\$3.15
RAL77504	BONE WHITE	\$3.15
RAL77505	WHITE WISP	\$3.15
RAL77506	SHALE	\$3.15
RAL77507	MIDNIGHT BLACK	\$3.15
RAL77508	FUR BROWN	\$3.15
RAL77509	RODENT BROWN	\$3.15
RAL77510	TAUREN BROWN	\$3.15
RAL77511	TAN SKIN	\$3.15
RAL77512	NOBLE FLESH	\$3.15
RAL77513	BURGUNDY	\$3.15

RAL77514	DRAGON RED	\$3.15
RAL77515	DEMONS BLOOD	\$3.15
RAL77516	ROBE RED	\$3.15
RAL77517	TONGUE PURPLE	\$3.15
RAL77518	NIGHTMARE	\$3.15
RAL77519	MYSTIC BLUE	\$3.15
RAL77520	DRAGON BLUE	\$3.15
RAL77521	WOOD ELF GREEN	\$3.15
RAL77522	HUNTER GREEN	\$3.15
RAL77523	MOSS GREEN	\$3.15
RAL77524	LANTERN LIGHT	\$3.15

The All New Ral Partha Paint Range

RAL77801	MEDIUM GREY	\$3.15
RAL77802	DARK GREY	\$3.15
RAL77803	SLATE	\$3.15
RAL77804	OLIVE	\$3.15
RAL77805	TAN	\$3.15
RAL77806	CAUCASIAN SKIN TONE	\$3.15
RAL77807	SUNTAN SKIN TONE	\$3.15
RAL77808	AMERICAN INDIAN SKIN TONE	\$3.15
RAL77809	ASIAN SKIN TONE	\$3.15
RAL77810	EAST INDIAN SKIN TONE	\$3.15
RAL77811	AFRICAN SKIN TONE	\$3.15
RAL77812	DUNKEL BROWN	\$3.15
RAL77813	PINK	\$3.15
RAL77814	BLOOD RED	\$3.15
RAL77815	VIOLET	\$3.15
RAL77816	PLUM	\$3.15
RAL77817	LIGHT BLUE	\$3.15
RAL77818	FLOURESCENT BLUE	\$3.15
RAL77819	FLOURESCENT GREEN	\$5.00
RAL77820	FLOURESCENT YELLOW	\$5.00
RAL77821	FLOURESCENT RED	\$5.00
RAL77822	FLOURESCENT MAGENTA	\$5.00
RAL77823	CLEAR BRUSH ON SEALER	\$3.15
RAL77824	BLACK BRUSH ON PRIMER	\$3.15

Geo-Hex Paint

Geo-Hex Howard Hues Premium Acrylic Paints

Thick, water reducible acrylic paints in an outstanding range of colors. In short, water jars that resist spilling.

GEOHHUES4141 Geo-Hex Green (same color as their scenery) 4 oz. **\$10.00**

GEOHHUES4142 Geo-Hex Desert (same color as their scenery) 4 oz. **\$10.00**

Equine Hues (ie, Horse Colors)

GEOHHUES29	Equine Chestnut 1 oz.	\$3.50
GEOHHUES30	Equine Bay 1 oz.	\$3.50
GEOHHUES36	Equine Brown 1 oz.	\$3.50
GEOHHUES45	Equine Roan 1 oz.	\$3.50
GEOHHUES46	Equine White 1 oz.	\$3.50
GEOHHUES73	Equine Black 1 oz.	\$3.50
GEOHHUES74	Equine Grey 1 oz.	\$3.50
GEOHHUES75	Equine Dun 1 oz.	\$3.50

Paint Brushes

We've managed to pick up a great range of cheap, beautiful paint brushes, by Franchiseville. There are two types, pure sable, and the others are high quality white taklon that wash and keep very well. All brushes are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

Taklon Paint Brushes

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	\$2.70
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	\$2.70
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	\$2.70
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	\$2.80
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	\$2.85
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	\$2.95
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	\$3.15
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	\$3.45
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	\$3.75
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	\$3.90
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	\$4.50
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	\$5.70
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	\$7.00
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	\$8.00

Sable Paint Brushes

Sable Paint Brushes		
FRA424/20/0	SIZE 20/0 SABLE BRUSH	\$3.35
FRA424/10/0	SIZE 10/0 SABLE PAINT BRUSH	\$3.50
FRA424/3/0	SIZE 3/0 SABLE PAINT BRUSH	\$3.50
FRA424/2/0	SIZE 2/0 SABLE PAINT BRUSH	\$3.60
FRA424/0	SIZE 0 SABLE PAINT BRUSH	\$3.75
FRA424/001	SIZE 1 SABLE PAINT BRUSH	\$4.00
FRA424/002	SIZE 2 SABLE PAINT BRUSH	\$4.50
FRA424/003	SIZE 3 SABLE PAINT BRUSH	\$5.50
FRA424/004	SIZE 4 SABLE PAINT BRUSH	\$7.65
FRA424/005	SIZE 5 SABLE PAINT BRUSH	\$9.00
FRA424/006	SIZE 6 SABLE PAINT BRUSH	\$11.00
FRA424/007	SIZE 7 SABLE PAINT BRUSH	\$17.95
FRA424/008	SIZE 8 SABLE PAINT BRUSH	\$23.95